Art by
AKIRA ISHIDA

Original Work by
MAMARE TOUNO

Character Design by KEINOJOU MIZUTAMA and toi8

MAOYU
Archenemy and Hero
CHAPTER 20

Art by
AKIRA ISHIDA

Original Work by
MAMARE TOUNO

Character Design by KEINOJOU MIZUTAMA and toi8

MAOYU

Archenemy and Hero

"Become mine, Hero" "I refuse!"

Archenemy and Hero **CHAPTER 20**

For the Land!

Art by
AKIRA ISHIDA
Original Work by
MAMARE TOUNO
Character Design by KEINOJOU MIZUTAMA and toi8
MAOYU
Archenemy and Hero
"Become mine, Hero"
"I refuse!"
Archenemy and Hero CHAPTER 20
For the Land!

MAOYU

VOLUME 6

Art by **AKIRA ISHIDA**

Original Work by **MAMARE TOUNO**

Character Design by KEINOJOU MIZUTAMA and toi8

CHAPTER 20 Archenemy and Hero 001

For the Land!

CHAPTER 21 Archenemy and Hero 057

They Told Me "Thank You"

CHAPTER 22 Archenemy and Hero 109

Sorry to Have Kept You Waiting, My Hero

MAOYU

Archenemy and Hero

"Become mine, Hero" "I refuse!"

Volume 6

Art by
AKIRA ISHIDA

Original Work by
MAMARE TOUNO

Character Design by KEINOJOU MIZUTAMA and toi8

COLUMN PAGE
Daisuke Takenouchi, Shouhei Ouno (Recca-sha)
Masataka Nomura

Lectures on Archenemy and Hero
Outline of volume.5

attacks the Iron Kingdom. Additionally, they receive word that the Blue Demons have invaded from the Antarctic Sea. The Hero leaves alone to stop the Blue Demons where he is reunited with the missing Female Magician.

I WOULD LIKE TO ESTABLISH AN EXCEPTION EXCLUSIVE TO THE ALLIANCE.
...I WOULD LIKE AN IMPERIAL VISIT ALLOWING ME TO PASS FREELY THROUGH THE TERRITORY OF THE THREE KINGDOM TRADE ALLIANCE.

Meanwhile, Princess Fire Dragon pays a visit to the Young Merchant and asks him to acquire salt for her. The Young Merchant accepts, and the two travel to the Winter Kingdom together where he requests permission to pass freely through the Southern Kingdoms and lease Aurora Island and offers to purchase the kingdom's potatoes. As the Merchant's Son attempts to determine the Young Merchant's motives, he reaches a certain conclusion. The Young Merchant was planning to begin trading with the demons.

As the war between humans and demons continues, within the Demon Queen's Castle, the Demon Queen and Hero meet. The two start working together to truly end the war and begin operating out of the Human World's Overwinter Village. More than two years have passed, and through the efforts of the Demon Queen under the name the Crimson Scholar, the Hero, and the Female Knight, the Demon Queen's knowledge and technology spread throughout the Winter Kingdom and the rest of the Southern Kingdoms. The lives of the people improved, and the Southern Kingdoms grew stronger.

A LETTER OF EXPULSION FROM THE CHURCH ARRIVED AT THE SAME TIME.
THIS ARRIVED THIS MORNING. IT'S A FORMAL DECLARATION OF WAR IN WRITING.

However, the Holy Kingdom and Central Church, who found these developments undesirable, put the Winter Kingdom to the test. The Lonely Winter King, who deepened his relationship with the Demon Queen and Hero through the Second Landing Operation to Recover Aurora Island, resolves to become independent from the Central Continent when the Crimson Scholar is declared a heretic. He forms the Three Kingdom Trade Alliance with the Ice and Iron Kingdoms, who are sympathetic to his cause. As the kingdoms begin working toward their independence, an envoy of the Central Continent arrives to deliver a notice claiming the three kingdoms apostate nations and a declaration of war.

In order to delay the start of the war, the Lonely Winter King waits for the snow to fall and plans strategies to avoid fighting. However, the Midnight Sun King, who is at odds with the Lonely Winter King, is egged on by the One Eyed Commander and

IF IT SNOWS, THEIR MORALE WILL FALL, AND THE BATTLE WILL BE DELAYED.
THE MOUNTAIN RANGE WRINGS THE SNOW FROM THE CLOUDS.
THOUGH IT'S ALREADY FALLEN HERE, THERE HAS BEEN NO SNOWFALL ON THE NORTHERN PLAINS YET.
THAT'S RIGHT.

SUMMARY OF MAOYU VOLUME 5

As the war between humans and demons continues, within the Demon Queen's Castle, the Demon Queen and Hero meet. The two start working together to truly end the war and begin operating out of the Human World's Overwinter Village. More than two years have passed, and through the efforts of the Demon Queen under the name the Crimson Scholar, the Hero, and the Female Knight, the Demon Queen's knowledge and technology spread throughout the Winter Kingdom and the rest of the Southern Kingdoms. The lives of the people improved, and the Southern Kingdoms grew stronger.

THIS ARRIVED THIS MORNING. IT'S A FORMAL DECLARATION OF WAR IN WRITING.
A LETTER OF EXPULSION FROM THE CHURCH ARRIVED AT THE SAME TIME.

However, the Holy Kingdom and Central Church, who found these developments undesirable, put the Winter Kingdom to the test. The Lonely Winter King, who deepened his relationship with the Demon Queen and Hero through the Second Landing Operation to Recover Aurora Island, resolves to become independent from the Central Continent when the Crimson Scholar is declared a heretic. He forms the Three Kingdom Trade Alliance with the Ice and Iron Kingdoms, who are sympathetic to his cause. As the kingdoms begin working toward their independence, an envoy of the Central Continent arrives to deliver a notice claiming the three kingdoms apostate nations and a declaration of war.

In order to delay the start of the war, the Lonely Winter King waits for the snow to fall and plans strategies to avoid fighting. However, the Midnight Sun King, who is at odds with the Lonely Winter King, is egged on by the One Eyed Commander and

THAT'S RIGHT.
THOUGH IT'S ALREADY FALLEN HERE, THERE HAS BEEN NO SNOWFALL ON THE NORTHERN PLAINS YET.
THE MOUNTAIN RANGE WRINGS THE SNOW FROM THE CLOUDS.
IF IT SNOWS, THEIR MORALE WILL FALL, AND THE BATTLE WILL BE DELAYED.

attacks the Iron Kingdom. Additionally, they receive word that the Blue Demons have invaded from the Antarctic Sea. The Hero leaves alone to stop the Blue Demons where he is reunited with the missing Female Magician.

Meanwhile, Princess Fire Dragon pays a visit to the Young Merchant and asks him to acquire salt for her. The Young Merchant accepts, and the two travel to the Winter Kingdom together where he requests permission to pass freely through the Southern Kingdoms and lease Aurora Island and offers to purchase the kingdom's potatoes. As the Merchant's Son attempts to determine the Young Merchant's motives, he reaches a certain conclusion. The Young Merchant was planning to begin trading with the demons.

THE HERO

A young man who resolved to work alongside the Demon Queen. During the Demon Queen's absence, he travels between the Southern Kingdoms and Spirit World to make her dreams reality.

THE FEMALE KNIGHT

One of the Hero's former traveling companions. She works with the Hero while being aware of the Demon Queen's true identity. She also commands the Winter Kingdom's armies.

THE BUTLER

One of the Hero's former traveling companions and skilled archer. He serves the Lonely Winter King as his butler and also gathers intelligence

THE LONELY WINTER KING

The young king of the Winter Kingdom. When the Crimson Scholar (the Demon Queen) is accused of heresy, he breaks off from the Central Continent. He formed an alliance with the Ice and Iron Kingdoms and now searches for independence.

THE ONE EYED COMMANDER

Former commander of the Holy Key Expeditionary Force. He believes the Lonely Winter King caused him to encounter demons while withdrawing from Gateway City and hates him deeply.

THE FEMALE MAGICIAN

Like the Female Knight, she is one of the Hero's former traveling companions. Though she was missing, she appears before the Hero as he tries to stop the invading demons.

THE MERCENARY CAPTAIN

Captain of the mercenary party. Hired by a noble of the Central Continent, he leads his men as he joins with the army invading the Southern Kingdoms.

THE MIDNIGHT SUN KING

King of the Midnight Sun Kingdom. His disputes with the Lonely Winter King cause him to be cut off from the other Southern Kingdoms, and he hates the Lonely Winter King.

THE DEMON QUEEN

The queen of demons who does everything in her power to truly end the war between demons and humans. Currently she faces the former demon kings within the Palace of the Underworld.

THE CHIEF MAID

Has been caring for the Demon Queen since she was a child. Currently she has returned to the Spirit World with the Demon Queen and waits for the Demon Queen to safely emerge from the Palace of the Underworld.

THE YOUNG MERCHANT

Leader of the Alliance, the human world's largest economic organization. He currently acts independently by buying up the continent's wheat and mediating between Princess Fire Dragon and the Winter Kingdom.

PRINCESS FIRE DRAGON

Daughter of Archduke Fire Dragon. As a representative of Gateway City where humans and demons live side by side, she visits the Young Merchant in search of salt.

THE SOLDIER'S SON

The son of an Iron Kingdom soldier who studied under the Demon Queen with the other sons. Currently he has returned home where he commands the border patrol.

THE MERCHANT'S SON

The third son of a merchant family who studied under the Demon Queen. At the Demon Queen's recommendation, he begins working in the royal palace of the Winter Kingdom, and he currently works hard as the treasurer

THE OLDER MAID SISTER

A former serf and maid. She studied under the Demon Queen with the sons while working in the mansion. Currently she acts as the Demon Queen's double while she is away in the Spirit World.

THE YOUNGER MAID SISTER

A young girl who works as a maid within the Demon Queen's mansion. Her gluttony develops, and her eyes are opened to the way of cooking. Currently she is visiting the Iron Kingdom with her sister.

THE DEMON QUEEN

The queen of demons who does everything in her power to truly end the war between demons and humans. Currently she faces the former demon kings within the Palace of the Underworld.

THE CHIEF MAID

Has been caring for the Demon Queen since she was a child. Currently she has returned to the Spirit World with the Demon Queen and waits for the Demon Queen to safely emerge from the Palace of the Underworld.

THE YOUNG MERCHANT

Leader of the Alliance, the human world's largest economic organization. He currently acts independently by buying up the continent's wheat and mediating between Princess Fire Dragon and the Winter Kingdom.

PRINCESS FIRE DRAGON

Daughter of Archduke Fire Dragon. As a representative of Gateway City, where humans and demons live side by side, she visits the Young Merchant in search of salt.

THE SOLDIER'S SON

The son of an Iron Kingdom soldier who studied under the Demon Queen with the other sons. Currently he has returned home where he commands the border patrol.

THE MERCHANT'S SON

The third son of a merchant family who studied under the Demon Queen. At the Demon Queen's recommendation, he begins working in the royal palace of the Winter Kingdom, and he currently works hard as the treasurer

THE OLDER MAID SISTER

A former serf and maid. She studied under the Demon Queen with the sons while working in the mansion. Currently she acts as the Demon Queen's double while she is away in the Spirit World.

THE YOUNGER MAID SISTER

A young girl who works as a maid within the Demon Queen's mansion. Her gluttony develops, and her eyes are opened to the way of cooking. Currently she is visiting the Iron Kingdom with her sister

THE HERO

A young man who resolved to work alongside the Demon Queen. During the Demon Queen's absence, he travels between the Southern Kingdoms and Spirit World to make her dreams reality.

THE FEMALE KNIGHT

One of the Hero's former traveling companions. She works with the Hero while being aware of the Demon Queen's true identity. She also commands the Winter Kingdom's armies.

THE BUTLER

One of the Hero's former traveling companions and skilled archer. He serves the Lonely Winter King as his butler and also gathers intelligence

THE LONELY WINTER KING

The young king of the Winter Kingdom. When the Crimson Scholar (the Demon Queen) is accused of heresy he breaks off from the Central Continent. He formed an alliance with the Ice and Iron Kingdoms and now searches for independence

THE ONE EYED COMMANDER

Former commander of the Holy Key Expeditionary Force. He believes the Lonely Winter King caused him to encounter demons while withdrawing from Gateway City and hates him deeply.

THE FEMALE MAGICIAN

Like the Female Knight, she is one of the Hero's former traveling companions. Though she was missing, she appears before the Hero as he tries to stop the invading demons.

THE MERCENARY CAPTAIN

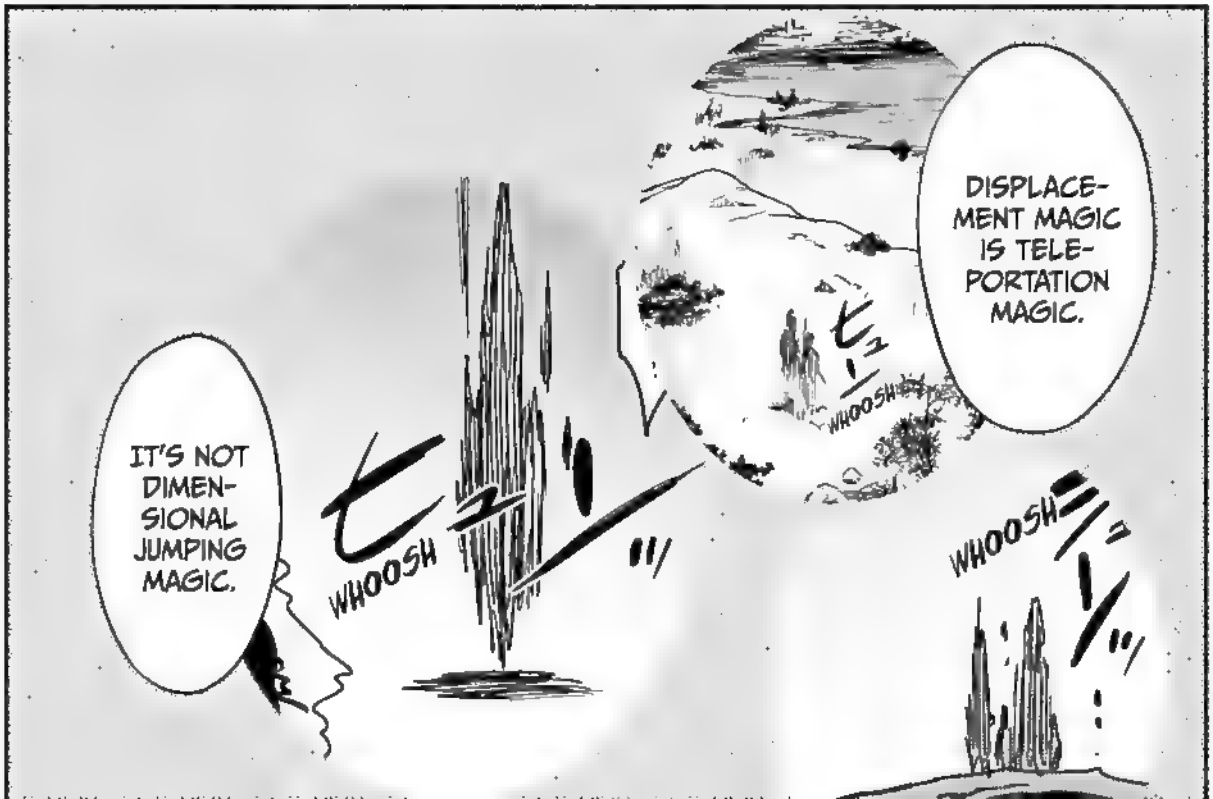
Captain of the mercenary party. Hired by a noble of the Central Continent, he leads his men as he joins with the army invading the Southern Kingdoms.

THE MIDNIGHT SUN KING

King of the Midnight Sun Kingdom. His disputes with the Lonely Winter King cause him to be cut off from the other Southern Kingdoms, and he hates the Lonely Winter King.

THE LOW ALTITUDE OF MY FLYING MAGIC.
THE REDDISH BROWN LAND.
THE GREEN SUN.
IT'S THE PLACE WE CALLED THE SPIRIT WORLD.
THIS IS DEFINITELY THE SPIRIT WORLD.

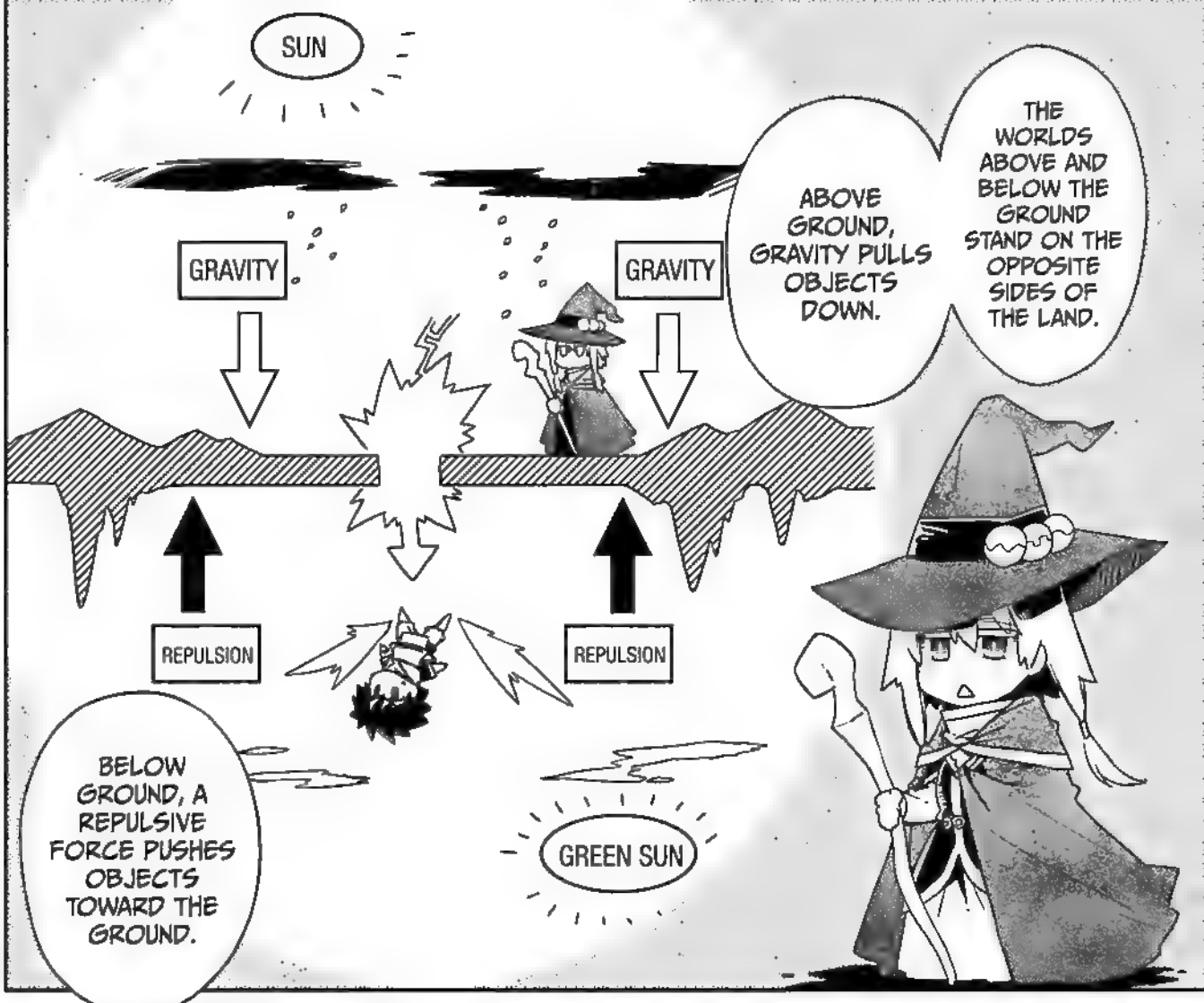
YES.
THE SPIRIT WORLD EXISTED...
...UNDERNEATH THE HUMAN WORLD?

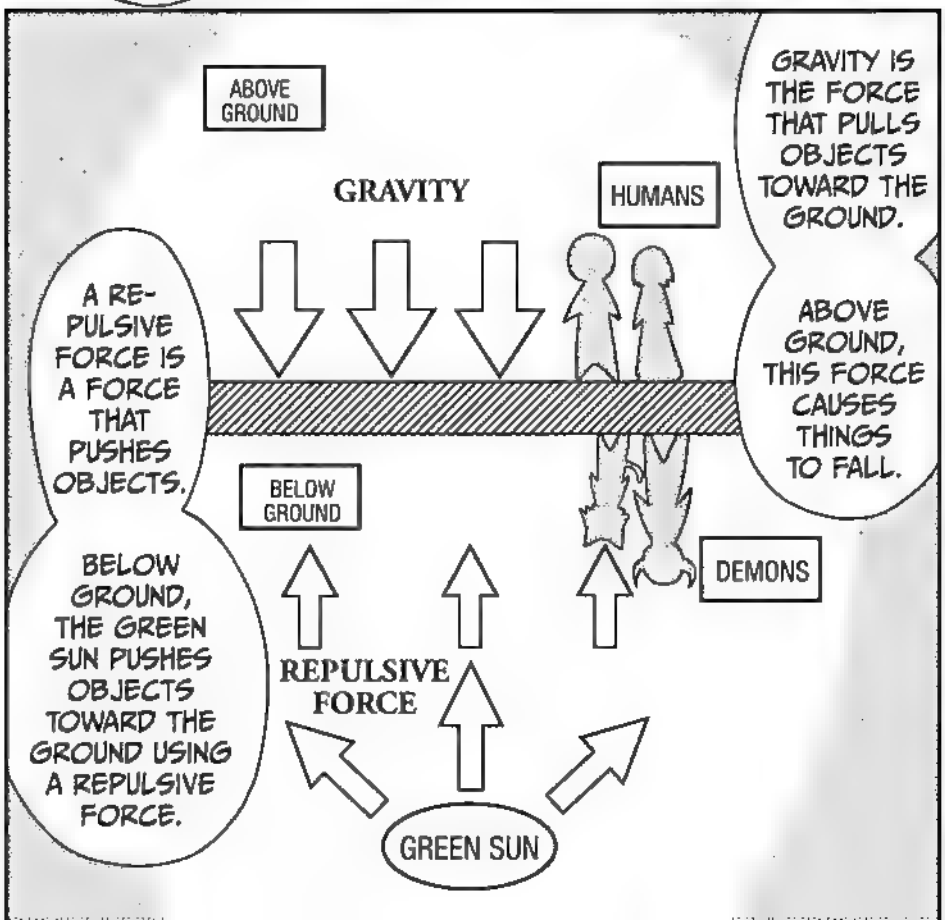

IT'S NOT DIMEN-SIONAL JUMPING MAGIC.
WHOOSH
WHOOSH
DISPLACE-MENT MAGIC IS TELE-PORTATION MAGIC.
WHOOSH

BY BREAKING THROUGH THE GATE, I CROSSED THAT SPACE?
...THE LAND OF THE HUMAN WORLD IS THE CEILING OF THE SUB-TERRANEAN SPIRIT WORLD?
IN OTHER WORDS ...

YES.
YOU'RE MIS-TAKEN.

IT DOESN'T MAKE SENSE, THOUGH.
THE DUST I BROKE THOUGH IS RISING UP OUT OF THE GROUND HERE.
WHOOSH

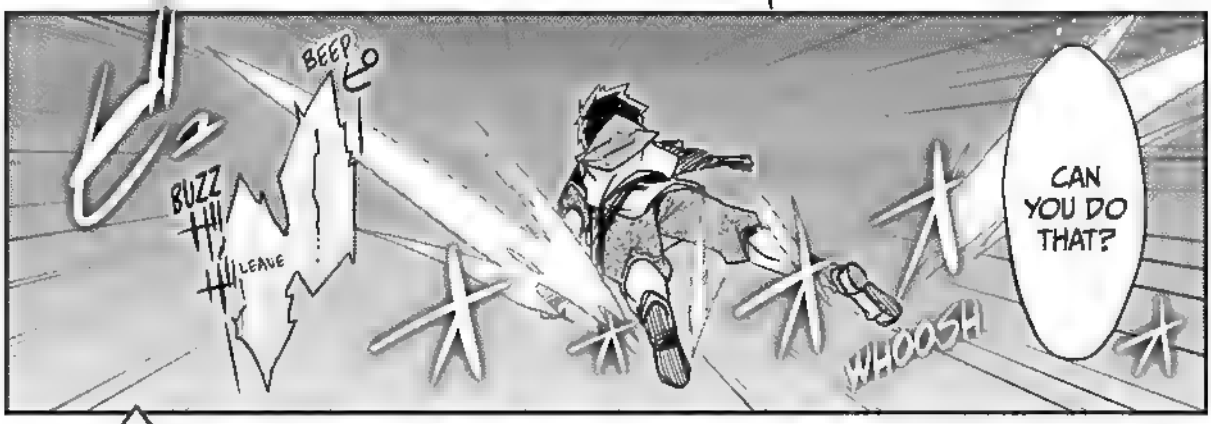

SUN
GRAVITY
GRAVITY
ABOVE GROUND, GRAVITY PULLS OBJECTS DOWN.
THE WORLDS ABOVE AND BELOW THE GROUND STAND ON THE OPPOSITE SIDES OF THE LAND.
REPULSION
REPULSION
BELOW GROUND, A REPULSIVE FORCE PUSHES OBJECTS TOWARD THE GROUND.
GREEN SUN


ABOVE GROUND
GRAVITY
HUMANS
GRAVITY IS THE FORCE THAT PULLS OBJECTS TOWARD THE GROUND.
ABOVE GROUND, THIS FORCE CAUSES THINGS TO FALL.
A REPULSIVE FORCE IS A FORCE THAT PUSHES OBJECTS.
BELOW GROUND
DEMONS
BELOW GROUND, THE GREEN SUN PUSHES OBJECTS TOWARD THE GROUND USING A REPULSIVE FORCE.
REPULSIVE FORCE
GREEN SUN

GRAV-ITY?
REPUL-SIVE FORCE?

BOOM
ANY-WAY...
...YOU SHOULD GO TO THE DEMON QUEEN.
OH. RIGHT.
WHOOSH
!
SHAKE
WOBBLE
?!
BUZZ
BUZZ
WHOOSH
WHY ISN'T MY FLYING MAGIC WORKING CORRECTLY?
THE CLOSER YOU GET TO THE GREEN SUN, THE STRON-GER THE REPULSIVE FORCE.
THAT'S WHY IT'S NOT POSSIBLE TO FLY AT HIGH ALTI-TUDES.
ROAR

I HEARD A STRANGE NOISE.
BUZZ
WE'RE REACHING THE...
...MAXIMUM COMMUNICATION DISTANCE.
BEEP
BUZZ
I WILL...
...SUPPORT...
...THE HUMAN
...
...WORLD.

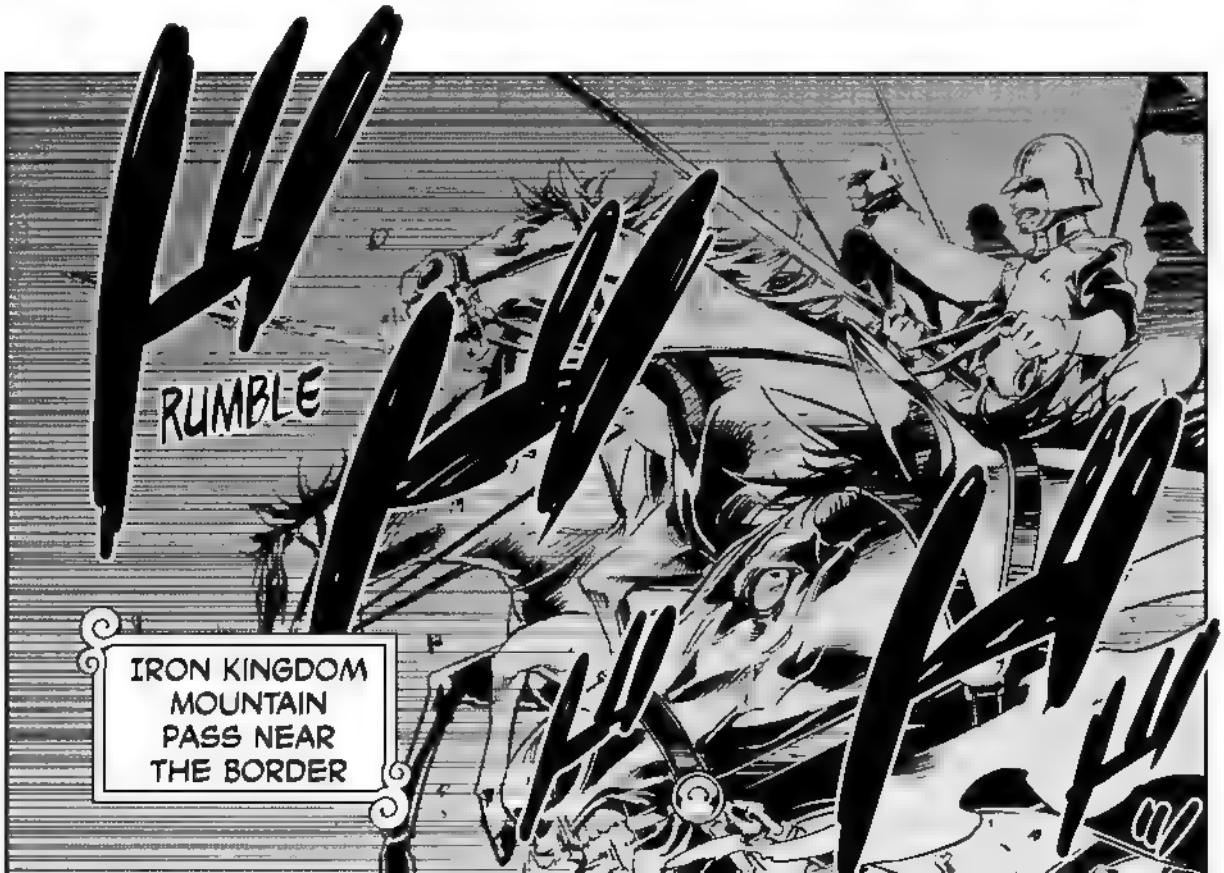

BEEP
BUZZ
LEAVE
CAN YOU DO THAT?
WHOOSH!

WHY IS THAT THE ONLY THING I CAN HEAR CLEARLY?
BUZZ...
LEAVE IT TO ME, YOU SHITTY VIRGIN.
BUZZ
BUZZ
HUH?
WHAT'D YOU SAY?

LISTEN...
.....
BUZZ
ROGER.
I'M COUNTING ON YOU!
BUZZ
!!!
BUZZ
THANKS FOR COMING.
IT WAS A HUGE HELP.
GO.
I'LL BE WAITING.

I HAVEN'T BEEN ABOVE GROUND IN A WHILE.

IT STILL STINKS OF WAR.


RUMBLE
IRON KINGDOM MOUNTAIN PASS NEAR THE BORDER

RUMBLE
RUMBLE

HA HA HA HA!
WE'VE CROSSED THE BORDER!
TODAY THE LAND OF THE IRON KINGDOM WILL RECEIVE AMPLE OFFERINGS OF BLOOD!
RUMBLE

MURMUR
WHAT?
RUMBLE
RUMBLE
COM-
MAND-
ER!
ENEMIES
HAVE
BEEN
SIGHTED
AHEAD!
SNORT
A
MES-
SAGE!
A
MES-
SAGE!
RUMBLE

CHATTER
CHATTER
WE PLANNED
TO DECLARE
WAR AT
DAWN!
THE
DECLARATION
SHOULD HAVE
ONLY JUST
ARRIVED IF IT
HAS ARRIVED
AT ALL!

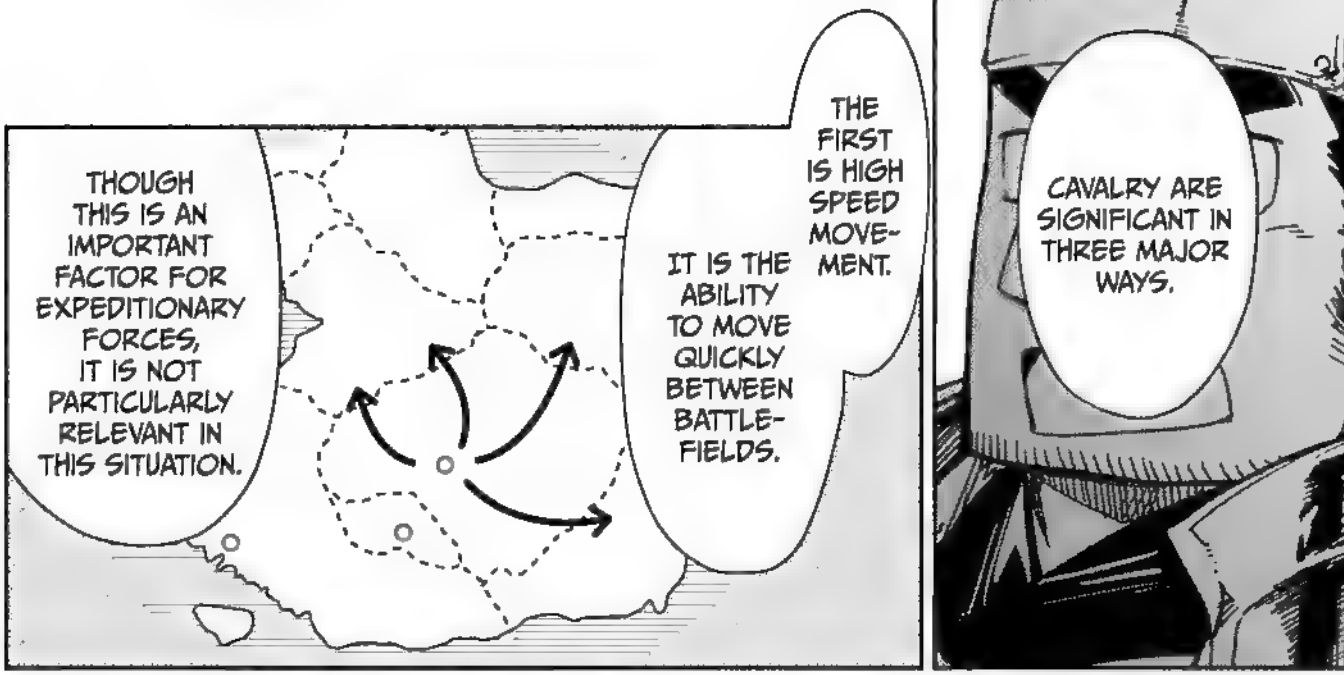
DON'T
LOSE
YOUR
HEADS!
MURMUR
CHATTER
THEIR
NUMBERS
ARE UN-
KNOWN!
THEY
SEEM
TO BE
BLOCKING
THE MAIN
ROAD!

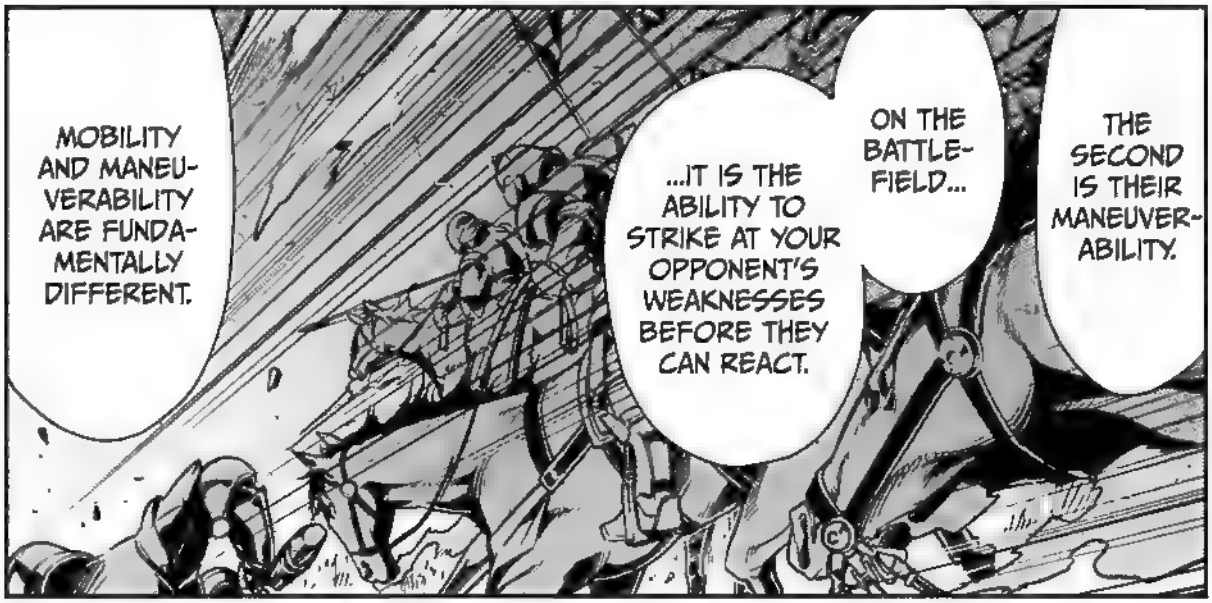
THE IRON KINGDOM'S MAIN FORCES ARE ON THEIR WAY TO THE BATTLE AGAINST THE CENTRAL KINGDOM!
THERE'S NO NEED TO FEAR THE REMAINING TROOPS!
THEY'RE PROBABLY BORDER GUARDS!
AT MOST THERE ARE A FEW HUNDRED OF THEM!
ALL FORCES, FULL SPEED AHEAD!
WE'LL STRIKE AT ONCE AND SCATTER THEM!

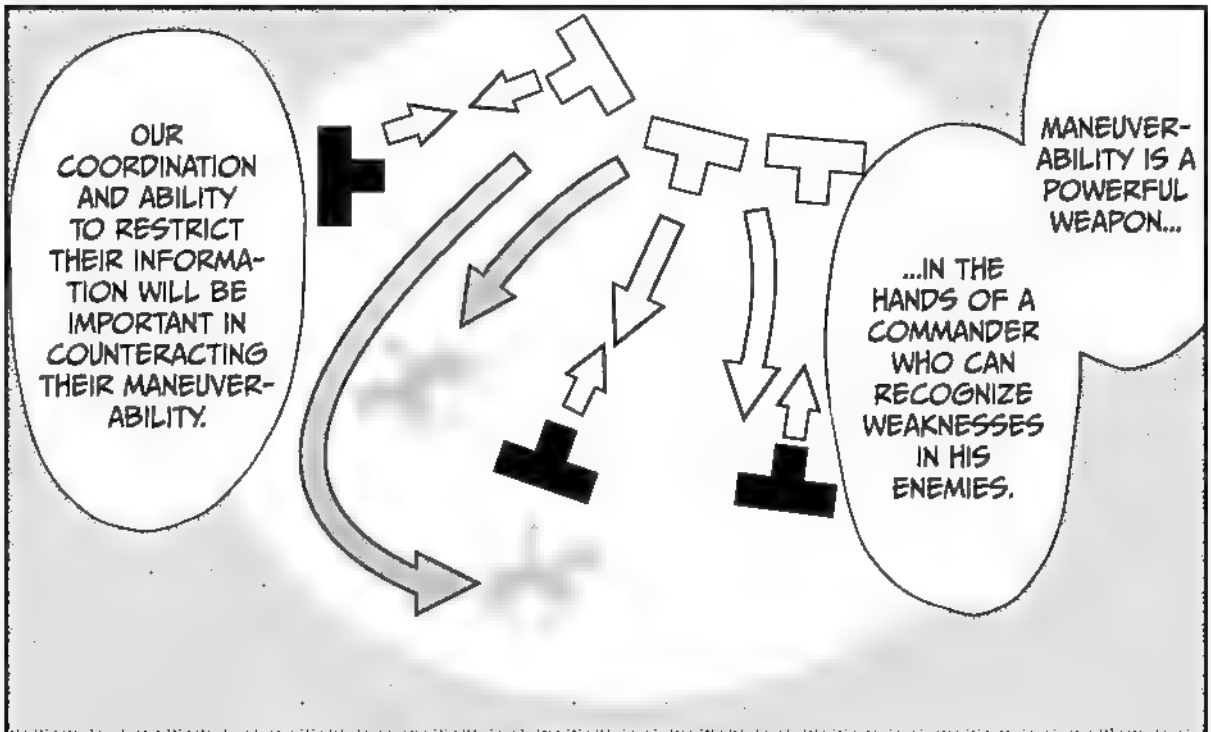
WHAT IS THAT?
RUMBLE

I SEE THEM!
THERE THEY ARE!
RUMBLE

LET'S GO!
YEAH!
RUMBLE
RUMBLE
ARE THE SOLDIERS OF THE IRON KINGDOM STUPID?
HA HA HA
ARE THEY STANDING IN THEIR OWN PITFALL?
HA HA
RUMBLE
NOW, THEN.
IT'S TIME FOR A LECTURE.
THIS IS TRADITION.
MY MASTER TAUGHT ME...
...YOU MUST TRAIN YOUR FOLLOWERS AT ALL TIMES.
OH. OKAY
NOW?
OUR ENEMIES ARE RIGHT IN FRONT OF US!
RUMBLE


CAVALRY ARE SIGNIFICANT IN THREE MAJOR WAYS.
THE FIRST IS HIGH SPEED MOVEMENT.
IT IS THE ABILITY TO MOVE QUICKLY BETWEEN BATTLEFIELDS.
THOUGH THIS IS AN IMPORTANT FACTOR FOR EXPEDITIONARY FORCES, IT IS NOT PARTICULARLY RELEVANT IN THIS SITUATION.


THE SECOND IS THEIR MANEUVERABILITY.
ON THE BATTLEFIELD...
...IT IS THE ABILITY TO STRIKE AT YOUR OPPONENT'S WEAKNESSES BEFORE THEY CAN REACT.
MOBILITY AND MANEUVERABILITY ARE FUNDAMENTALLY DIFFERENT.


MANEUVERABILITY IS A POWERFUL WEAPON...
...IN THE HANDS OF A COMMANDER WHO CAN RECOGNIZE WEAKNESSES IN HIS ENEMIES.
OUR COORDINATION AND ABILITY TO RESTRICT THEIR INFORMATION WILL BE IMPORTANT IN COUNTERACTING THEIR MANEUVERABILITY.

CAVALRY ARE NOT PARTICULARLY STRONG.
IT'S BECAUSE THEY CAN'T USE POWERFUL TWO-HANDED WEAPONS.
THE THIRD POINT...
...AND MOST TERRIFYING ELEMENT IN THIS KIND OF BATTLE IS THEIR PENETRATING POWER.
ENEMY FORCES ARE APPROACHING!
I CAN SEE THEIR DUST!
THEY'LL BE HERE IN ABOUT A MINUTE!
RUMBLE
THE REASON CAVALRY DEMONSTRATE GREAT COMBAT EFFICIENCY REGARDLESS...
...IS BECAUSE THEIR HORSES THEMSELVES HAVE COMBAT EFFICIENCY.
ADDITIONALLY, THE REALITY IS CLASSES ABLE TO MASTER HORSE RIDING TECHNIQUES ARE WEALTHY, AND THEY HAVE RECEIVED PLENTY OF COMBAT TRAINING.
FINALLY, DOWNWARD BLOWS FROM A HIGH POSITION ARE VERY DESTRUCTIVE.
WITH THE ADDITION OF THE HORSE'S ABILITY TO BREAK THROUGH ENEMY FORCES ...
...CAVALRY HAVE AN ASTONISHINGLY HIGH ABILITY LEVEL OF PENETRATING POWER.

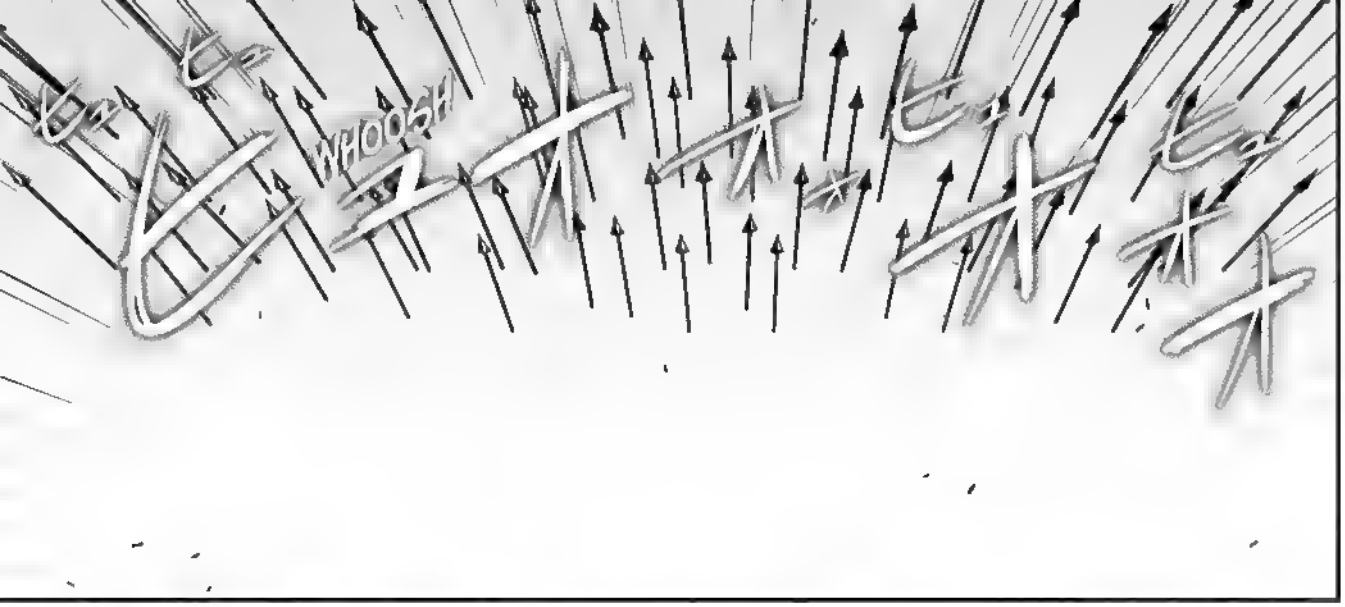
RUMBLE
DON'T GET FLUS-TERED.
HOW CAN YOU BE SO CALM?
THAT PENETRATING POWER IS HEADED OUR WAY RIGHT NOW!

KER-CHAK
KER-CHAK
KER-CHAK
MEN!
READY THE CROSS-BOWS!
STEP
THIRTY SECONDS TO CON-TACT!

YAH!
I'M FIRST!
RUMBLE
HURGH!
THUD
?!
WHAT ?
AA
AH!
THUD
?!
SLUMP
SNORT
DAM-MIT.
. . . ?
TUMBLE

WHAT'S GOING ON?
URGH
AAH
RUMBLE
SNORT
THUD

IS THIS A NET?


WHOOSH

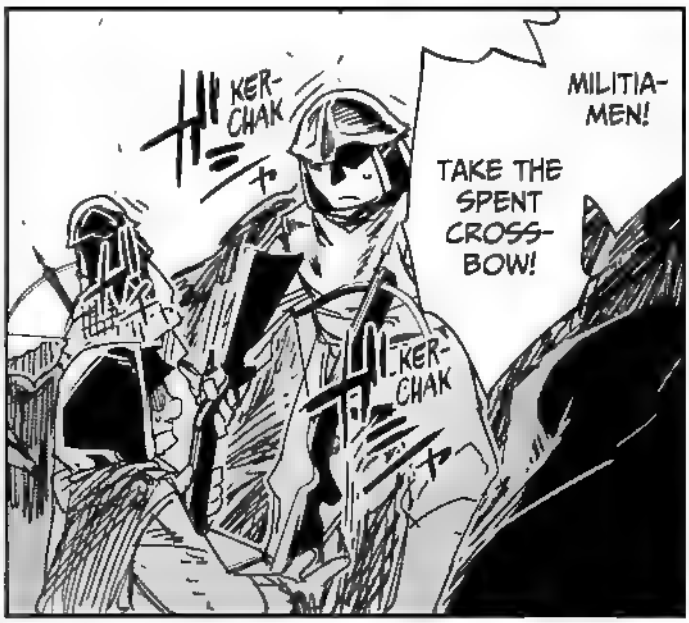
THUD
THUD
THUD
THUD
THUD
THUD
THUD
THUD
あああああ

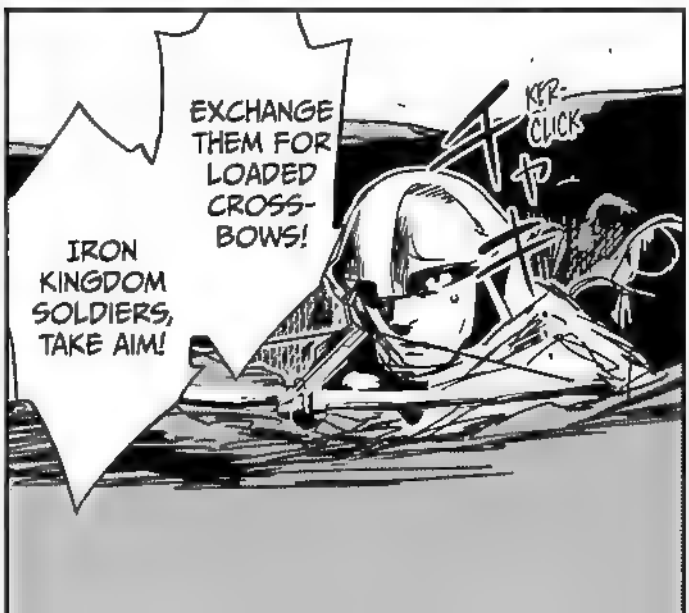
……

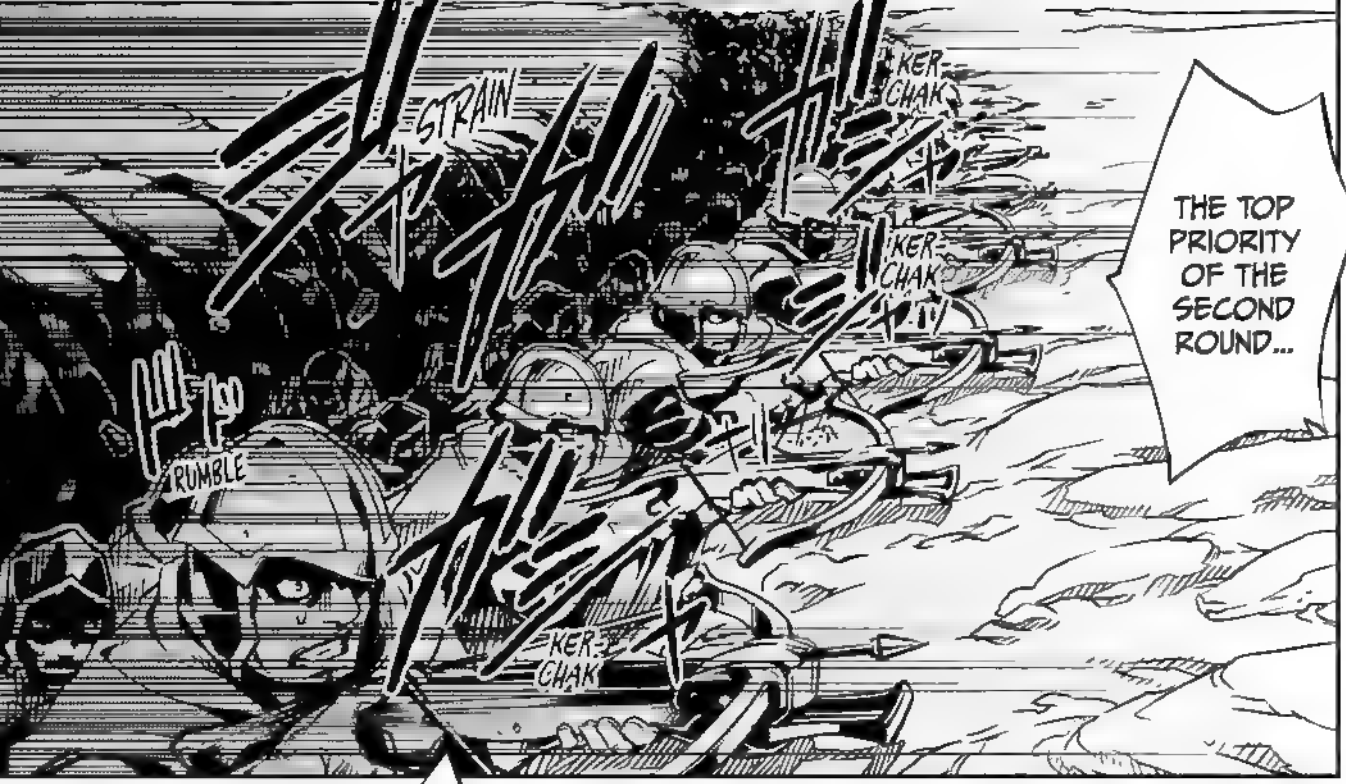
AH!
ARGH!

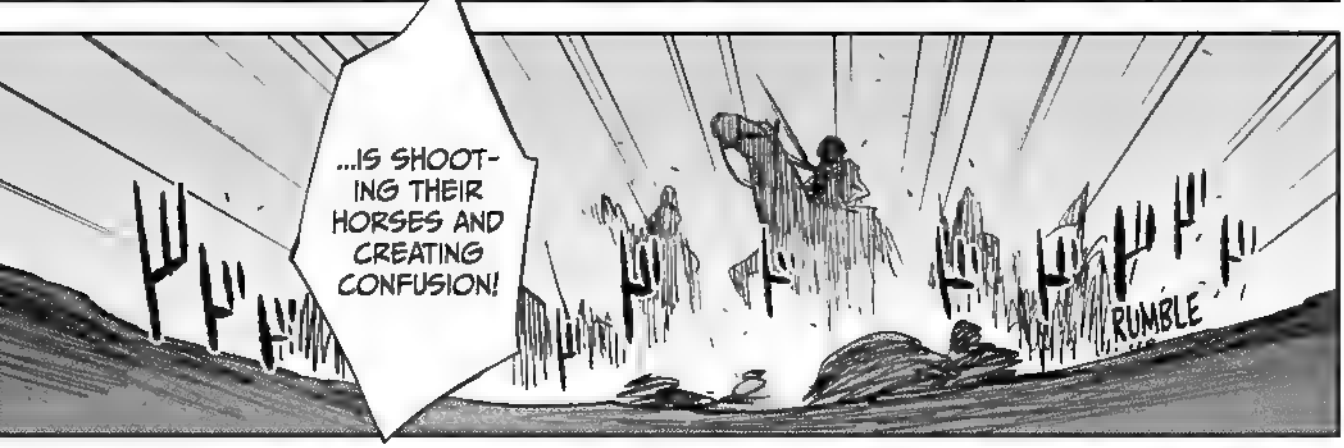
DON'T CELE-BRATE!
FINISH THE JOB!
MANY DIRECT HITS!
WOW!
ALL RIGHT!
CHEER

YOU!
DON'T RAISE YOUR HEAD!
WIND
WIND
WIND
WIND
STAY LOW!
TRUST THE TRENCH AND FOCUS ON YOUR WORK!

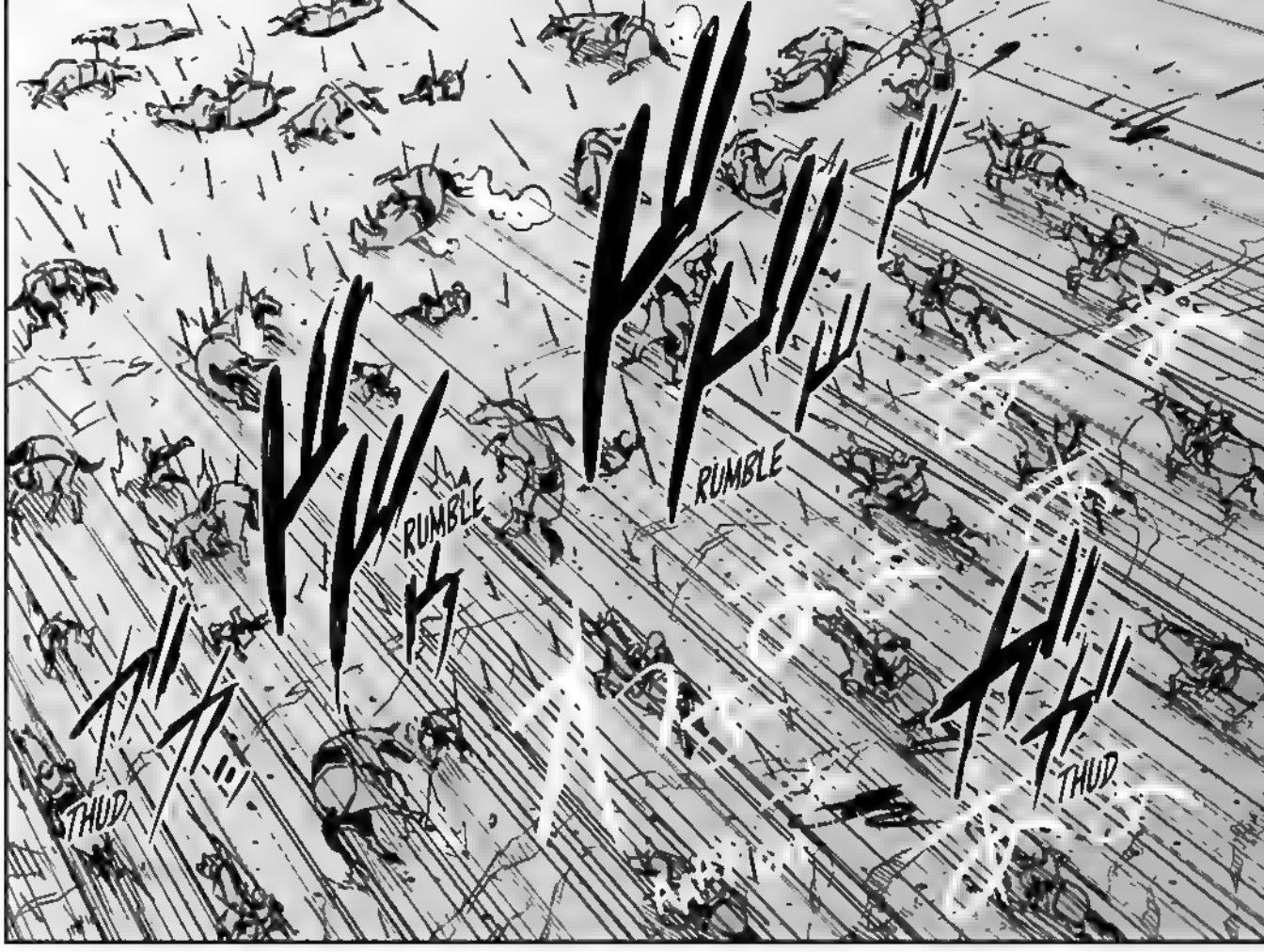

KER-CHAK
MILITIA-MEN!
TAKE THE SPENT CROSS-BOW!
KER-CHAK


EXCHANGE THEM FOR LOADED CROSS-BOWS!
KER-CLICK
IRON KINGDOM SOLDIERS, TAKE AIM!


STRAIN
KER-CHAK
KER-CHAK
KER-CHAK
RUMBLE
THE TOP PRIORITY OF THE SECOND ROUND...


...IS SHOOTING THEIR HORSES AND CREATING CONFUSION!
RUMBLE

FIRE!


RUMBLE
RUMBLE
THUD
THUD

WHY ARE THEY STOPPING ?
WHAT'S GOING ON?
あAAAHぁあ
RUMBLE

ALL UNITS AD-VANCE!
CRUSH THEM!
RUMBLE
OUR ENEMIES ARE FEW!
AD-VANCE!
USE YOUR SPEED TO BREAK THROUGH!
RUMBLE
THUD
THUD
RUMBLE
A NET?
COM-MAND-ER!
THERE'S A NET AHEAD THAT'S SLOWING US DOWN!
CLIP CLOP
TSK!
WHAT ARE THEY DOING?

TSK!
SUCH UNDER-HANDED TECH-NIQUES!
GRIND
THEY'RE SHOOTING US WITH CROSS-BOWS!
YES, SIR!
THERE'S A FISHING NET STRENGTHENED WITH IRON WIRE PLACED ON THE MAIN ROAD!
THE HORSES ARE GETTING CAUGHT IN IT, AND IT'S SLOWING US DOWN!
OUR ENEMIES ARE HIDING THEMSELVES IN A HOLE OR DITCH. IT'S DIFFICULT TO SEE HOW MANY THERE ARE.
WHY DON'T YOU KNOW? AREN'T YOU BEING SHOT AT?
UN-KNOWN.
HOW MANY ARE THERE?

GALLOP
GO!
SIR!
GALLOP
GALLOP
GALLOP
GALLOP
USE YOUR MANEUVERABILITY! ATTACK FROM THE FRONT WHILE FLANKING THEM FROM BOTH SIDES!
GRIND
HERE!
IT'S BEEN LOADED!
GOT IT!
PANT
PANT
WHOOSH
WHOOSH
WHUD
WIND
WIND

THAT'S PLENTY.
THIS IS ALL WE CAN DO.
NOT AT ALL.
THANKS, KID.
WHOOSH
RUMBLE
BANG
WIND
WIND
WHOOSH
...
THAT'S WHAT CAPTAIN TOPKNOT SAID.
"IF EVERY-ONE DOES WHAT THEY CAN, WE'LL WIN."
BANG

THIS TYPE OF MAN MADE TOPOGRAPHY IS KNOWN AS A FIELD POSITION.
WHAT WE'RE HIDING IN NOW IS KNOWN AS A TRENCH.
UH...
YES, SIR.
I LEARNED THIS FROM MY MASTER.
SINCE I'VE NEVER HEARD OF IT FROM ANYWHERE ELSE, IT COULD BE MY MASTER'S OWN IDEA.
IT IS A GOOD METHOD TO REMEMBER WHEN YOU NEED TO DIMINISH THE PENETRATING POWER OF YOUR ENEMY.
NUMEROUS MEN HAVE FALLEN FROM THEIR HORSES!
THEIR FRONT LINES ARE IN CHAOS!

THE CROSS-BOWMEN WILL FOCUS THEIR ATTACKS ON THE RIGHT SIDE!
MOVE THE HORSES THAT FALL IN OUT OF THE WAY!
THE DEFENSE SQUAD WILL ELIMINATE THE ENEMY SOLDIERS THAT ENTER OUR POSITION!
CONTINUE FIRING!
THE MILITIAMEN LOADING THE CROSSBOWS WILL BREAK INTO THE DEFENSE AND LOADING SQUADS WE ESTABLISHED BEFORE!

EVEN IF YOU TAKE YOUR TIME AIMING, YOU CAN STILL FIRE MUCH FASTER THAN NORMAL!
...BY LOADING BOLTS INTO YOUR CROSS-BOWS!
...ARE MEN COURAGEOUSLY PARTICIPATING IN THIS BATTLE DESPITE NOT BEING SOLDIERS...
STANDING BESIDE YOU...

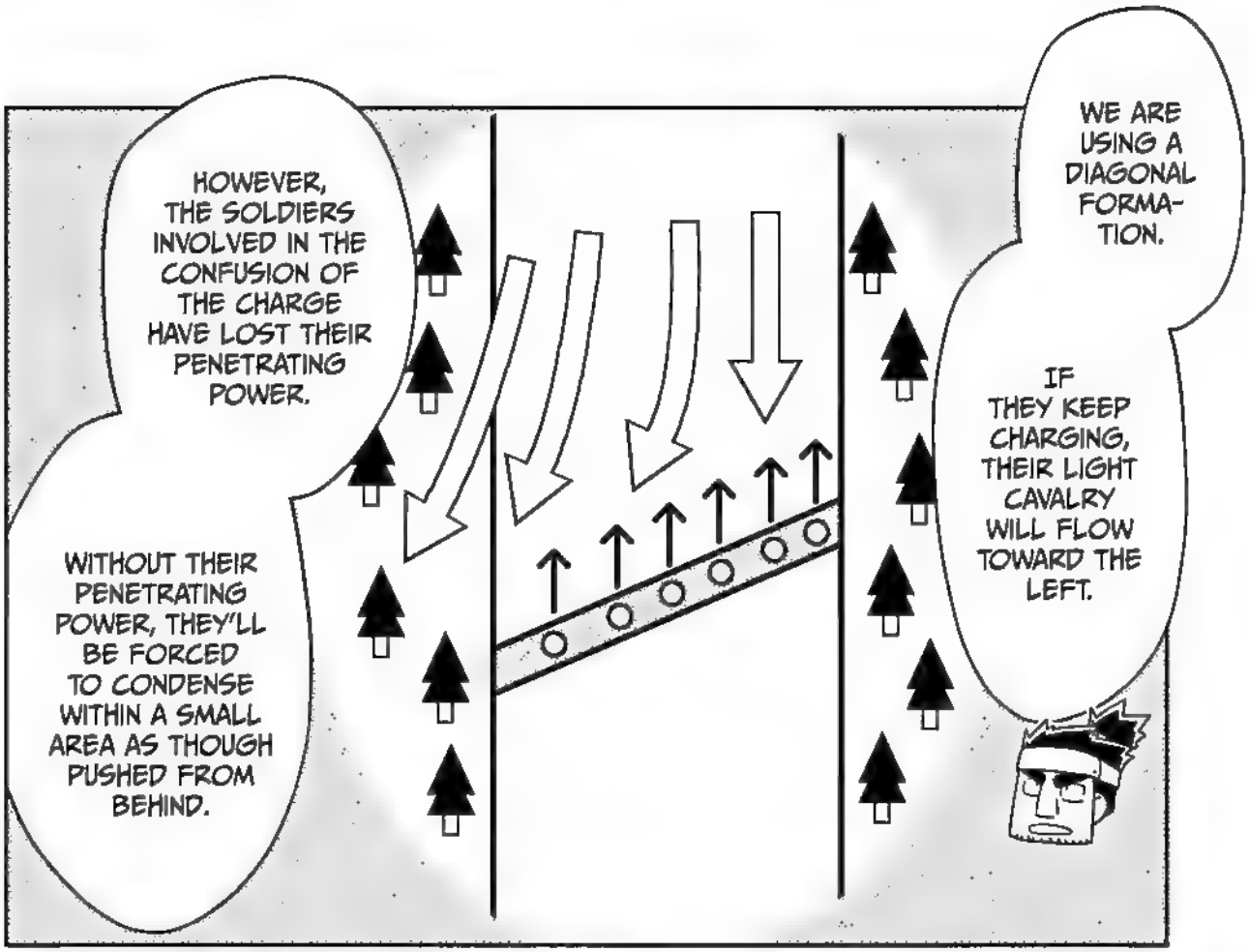
TRUST IN YOUR ALLIES!
おおっ
おお
おお...
CHEER

I'LL GIVE 10 GOLD COINS TO THE SOLDER WHO BREAKS THROUGH THEIR FRONT LINE!
BLOW THE WEAK SOLDIERS OF THE IRON KINGDOM TO SMITHEREENS!
KILL THEM!
KILL THEM ALL!
HEY!
YOU STILL HAVEN'T BROKEN THROUGH?
THE EFFECTS OF THE FRONTAL ASSAULT ARE STARTING TO SHOW.
THOUGH THEIR DEFENSES ON THEIR LEFT ARE TOUGH, THEY'RE THIN ON THE RIGHT SIDE.
IF WE PASS THROUGH THE SPARSE FOREST, WE CAN STRIKE OUR ENEMIES FROM BEHIND!
DID THEY MOVE?
WE'VE BROKEN THROUGH!
GALLOP
GALLOP

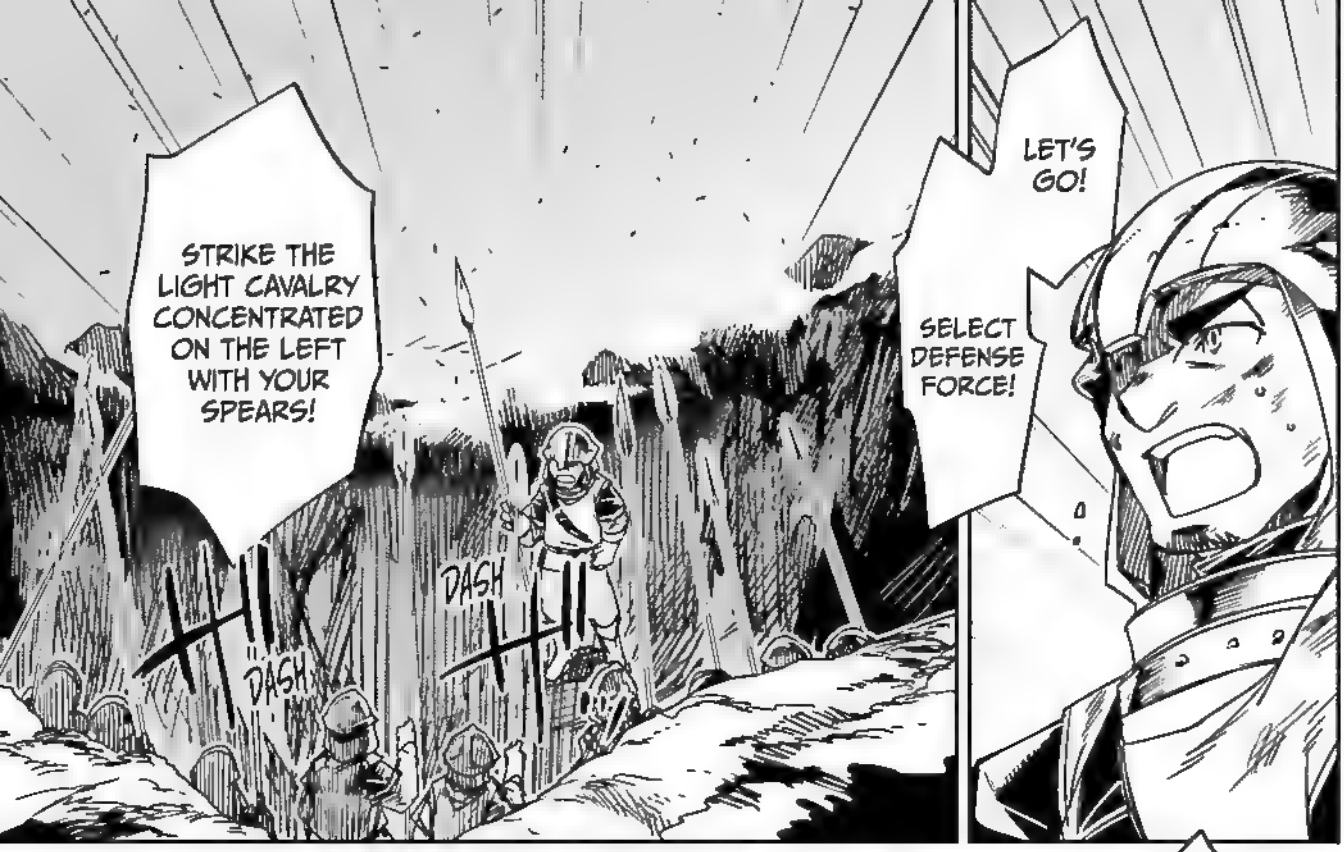
CONTINUE PRESSURING THE PITFALL IN FRONT WHILE ADVANCING TOWARD THEIR RIGHT SIDE!
CLINK
CLINK
ALL RIGHT!
COMMIT ALL UNITS!
KICK
LET'S GO!
RUMBLE
SHOW THEM THE COURAGE OF THE MIDNIGHT SUN!

?
WE'RE ADVANC-ING MORE QUICKLY THAN I EXPECTED.
IS THIS THE PEN-ETRATING POWER OF THE MIDNIGHT SUN'S ARMY?
NO.
IT'S AS THOUGH WE'RE BEING SUCKED IN.
NO...
DON'T!

OUR ENEMIES ARE FLOWING TO THE LEFT.
YES.
IT'S JUST AS WE PLANNED.
RUMBLE


WE ARE USING A DIAGONAL FORMATION.
IF THEY KEEP CHARGING, THEIR LIGHT CAVALRY WILL FLOW TOWARD THE LEFT.
HOWEVER, THE SOLDIERS INVOLVED IN THE CONFUSION OF THE CHARGE HAVE LOST THEIR PENETRATING POWER.
WITHOUT THEIR PENETRATING POWER, THEY'LL BE FORCED TO CONDENSE WITHIN A SMALL AREA AS THOUGH PUSHED FROM BEHIND.

YES, SIR!
IT'S OUR TIME TO SHINE, LIEU-TENANT.
NOW, THEN.
IT'S TIME TO FINISH THIS.
KER-CHAK

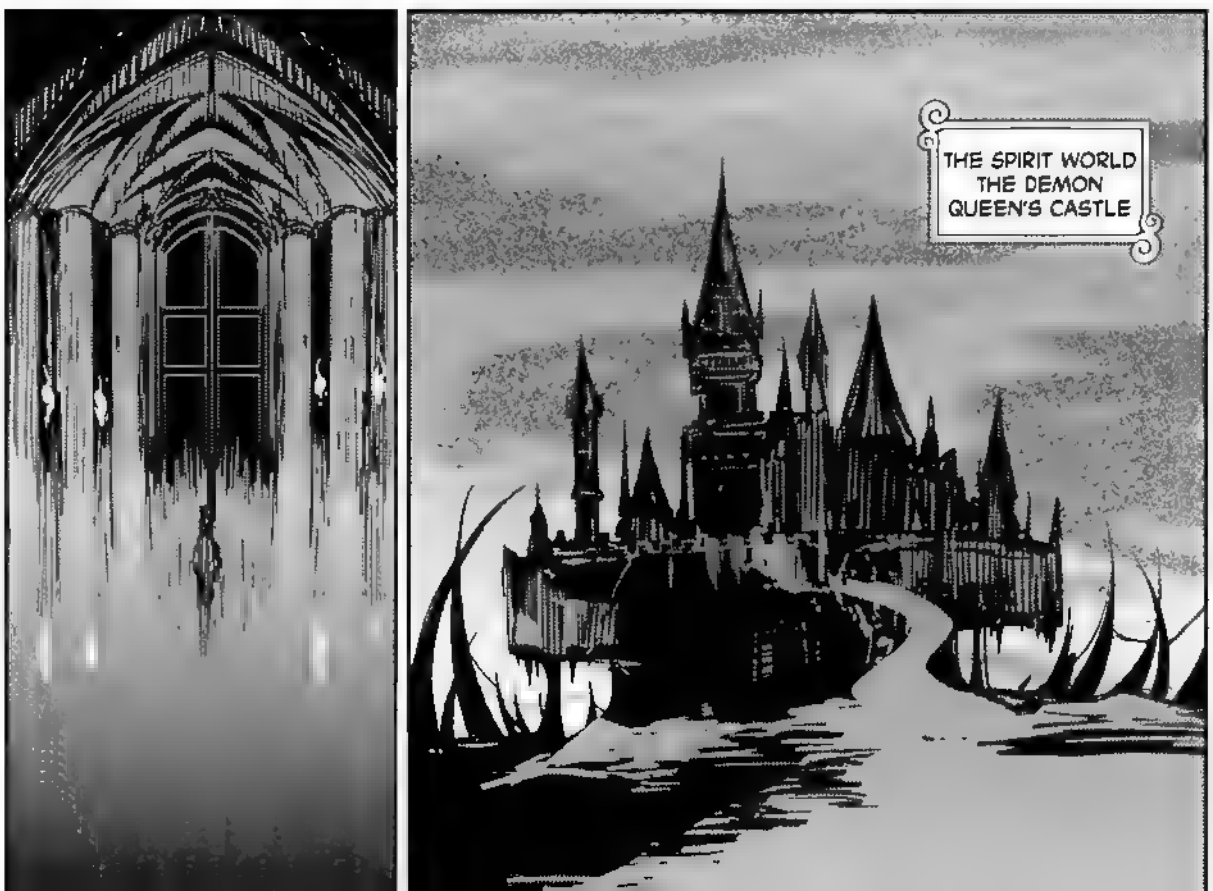

LET'S GO!
SELECT DEFENSE FORCE!
STRIKE THE LIGHT CAVALRY CONCENTRATED ON THE LEFT WITH YOUR SPEARS!
DASH
DASH

DON'T BE AFRAID!
THE ENEMY CAVALRY HAVE LOST THEIR POWER!
MILI-TIA-MEN!
LOWER YOUR HEADS AND RAISE YOUR SPEARS!
LIFT
LIFT
DON'T BE AFRAID OF THEIR HORSES!
UNLESS THEY DISMOUNT, THEIR SWORDS CANNOT REACH YOU INSIDE THE TRENCH!

FOR THE LAND!
THRUST
LET'S GO!
FOR THE LAND!
LIFT
RUMBLE
STAB
BOOM
BOOM

MEN!
CHECK YOUR CROSS-BOWS!
VERY WELL.
OUR RIGHT SIDE SEEMS TO HAVE WITHDRAWN FROM ENEMY FORCES.
THE ENEMY'S FRONT LINES ARE SHOWING SIGNS OF BREAKING THROUGH!
THE SPEAR-MEN ON THE LEFT HAVE MADE CONTACT WITH THE ENEMY!
THE TIME HAS COME FOR US TO STRIKE!
WE WILL USE THIS OPPOR-TUNITY!
OUR ENEMY HAS MOST LIKELY GIVEN UP ON CAPTURING THIS POSITION!
THEY'RE FLOWING TOWARD OUR LEFT SIDE!

I DID IT, MASTER.
I WAS ABLE TO USE YOUR TEACHINGS TO PROTECT EVERYONE.
ROAR
おおおおお
THE ENEMY HAS BEEN ROUTED!
YES!
CHEER
おお!


THE SPIRIT WORLD
THE DEMON QUEEN'S CASTLE

THE RUM-BLING ...
... STOPPED ?
BA-DUMP
IT'S ALREADY BEEN A MONTH SINCE THE DEMON QUEEN ENTERED THE BURIAL CHAMBER.
PLEASE COME OUT SOON.
OTHER-WISE...
THUMP
!!

GROAN

WHOOSH
SHIVER

GRIND

AH.
I FEEL GOOD.

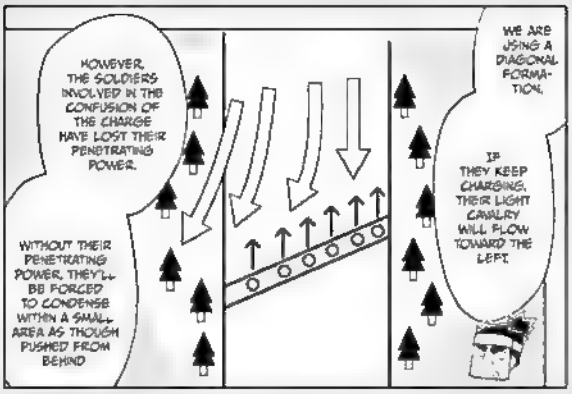
DEMON QUEEN ?
WHAT'S WRONG, CHIEF MAID?
YOUR MASTER HAS RETURNED.
IT WAS DREADFUL IN THERE.
I'M EX-HAUST-ED.
I'M HUNGRY.
IT'S ALL RIGHT NOW. LET US RETURN.
TO WHERE ?

ISN'T IT OBVIOUS?
RUMBLE
SLIDE

THE END
CHAPTER 20
For the Land!

CHANGES IN TACTICS DURING WAR

The formations essential to wars were invented to fight effectively, and a variety of formations developed alongside advances in military technology.


HOWEVER, THE SOLDIERS INVOLVED IN THE CONFUSION OF THE CHARGE HAVE LOST THEIR PENETRATING POWER.
WITHOUT THEIR PENETRATING POWER, THEY'LL BE FORCED TO CONDENSE WITHIN A SMALL AREA AS THOUGH PUSHED FROM BEHIND
WE ARE USING A DIAGONAL FORMATION.
IF THEY KEEP CHARGING, THEIR LIGHT CAVALRY WILL FLOW TOWARD THE LEFT.

The Soldier's Son constructed a position combining a diagonal formation with trench tactics. He fought off his enemies who had the advantage of numbers.

CHANGES IN TACTICS DUE TO ADVANCES IN FORMATIONS AND TECHNOLOGY

Just as they say the history of humankind is the history of war, humans have fought continuously throughout the world. In order to suppress the disorganization and confusion of the people participating in a battle and to increase the combat effectiveness of a force necessary to achieve its goals, formations were born.

Born in the 14th Century BCE, the phalanx of the ancient Greek city-states are famous. A phalanx is formed by rows of heavy infantry armed with spears and shields layered in formation to form rectangles or squares. The shield attached to each soldier's left arm protects the left side of his body while also protecting the right side of his ally on his left. When a soldier in front collapses, the soldier behind him moves forward immediately to fill the hole.

The diagonal formation appearing in this work was originally based on the phalanx as well. Normally the thickness of a phalanx is uniform, and the formation advances toward the enemy in unison. However, in a diagonal formation, one side of the formation is thicker, with the thick side leading the way. Such focused attacks are meant to break enemy formations.

Alexander the Great is famous for developing this tactic further by first sending in heavy infantry and cavalry armed with long spears to fight defensively. While his enemies were distracted, he would send cavalry and light infantry with powerful offensive capabilities to attack from the opposite side and break enemy formations.

In this manner, formations were gradually improved over time through battles, and by the time guns appeared, the Spanish formation of surrounding heavy infantry with infantrymen equipped with guns, known as the tercio, was devised.

Since the 19th Century, massive increases in the accuracy and power of guns meant tightly packed formations such as the phalanx served as nothing more than the perfect target, and the formations began to disappear. When the power of guns increased further during the Napoleonic Era, people began fighting by digging trenches and shooting at one another.

EVEN IF YOU TAKE YOUR TIME AIMING, YOU CAN STILL FIRE MUCH FASTER THAN NORMAL!
..BY LOADING BOLTS INTO YOUR CROSS-BOWS.
STANDING BESIDE YOU...
ARE MEN COURAGEOUSLY PARTICIPATING IN THIS BATTLE DESPITE NOT BEING SOLDIERS..

Loading and shooting ranged weapons that took a long time to load in an assembly line was also used in historical battles.

By the Second World War, people began using tanks and planes. Even more comprehensive tactics involving the construction of positions and the applications of the various military branches were devised. In this manner, from the placement of several tanks to units, formations have changed and taken on various forms and are still in use today.

TACTICS

YES.
WE'RE ALSO FEEDING THE HORSES SLOP.
THE NOBLES OF THE CENTRAL FORCES ARE THROWING THEMSELVES A PARTY, HUH?
WE'RE OFFERING THEM GIFTS OF LIQUOR AND FOOD FROM NEARBY VILLAGES.
HOW ARE PREP-ARATIONS COMING ALONG AGAINST THE ENEMY CAMP?
YES.
THERE MUST BE A TRULY MALICIOUS PERSON PLANNING THIS.
WE'VE WORKED QUITE QUICKLY, THOUGH.
I FEEL BAD FOR THE HORSES, BUT IT BEATS DYING IN BATTLE.
AS I KNIGHT, I HATE TO DO IT, — BUT...
YES, MA'AM.
IT WON'T KILL THE HORSES...
...BUT IT SHOULD MAKE THEM SICK.
THERE MUST BE A YOUNG BUSTY GIRL TALKING ABOUT ME BEHIND MY BACK SOME-WHERE.
ニョ ほほほほ ほほほ
AHA HA HA HA
GOOD-NESS.
OLD MAN.
ARE YOU ALL RIGHT?
A-CHOO!

MAOYU

Archenemy and Hero

CHAPTER 21

THIS BODY ISN'T AS BAD AS I THOUGHT.
ROAR

Chapter 21 Archenemy and Hero

They Told Me "Thank You"

THE DEMON QUEEN...
HOW DARE YOU RAISE YOUR HAND AGAINST YOUR MASTER.
YOU'RE ILL BRED, BITCH.
ROAR
MY MASTER ...
...IS NOT...
ROAR

RUSH
...A DEMONIC MONARCH!

CLANG
SLASH
SLASH
SLASH
SLASH
SLASH
SLASH
YOU'RE AS GOOD AS AN UPPER CLASS DEMON.
YOUR TECH-NIQUE IS NOT BAD.
SWISH
SWISH
SWISH
WOOSH
WOOSH
TSK!
DEMON QUEEN!

SPLURCH
ROAR
TSK!
HOW DARE YOU PRONOUNCE MY NAME SO FOOLISHLY!
CLINK
PANT
PANT
PANT
PANT
DEMON QUEEN.
HISS

YOU ARE CLEVER ...
...WISE...
...INTEL-LEC-TUAL...
...RATIO-NAL...
...CALM...
...AND CYNICAL!
DEMON QUEEN!
DASH
YOU'RE UNBEARABLY REALISTIC, BUT YOUR BASHFUL SMILES ARE ADORABLE!
YOU'RE UN-TIDY AND YOU HATE CHANGING CLOTHES AND DOING LAUNDRY. YOU CAN'T EVEN COOK OR CLEAN PROPERLY!
YOU ARE THE DES-TINY...
...OF MY CHOOS-ING!

SPLASH
I HELD BACK BECAUSE I THOUGHT YOU'D BE USEFUL TO ME, BUT IT'S ONLY MADE YOU ARROGANT.
YOU ARE NOT A BOORISH DEMON QUEEN!
CLINK
SLASH

I'M AFRAID I'M UNINJURED, WHILE YOUR ARM...
LOOK. HERE IT IS.
DANGLE
?
DEMON QUEEN
DEMON QUEEN.
LET'S TRY ONCE MORE.
YOUR WISH... YOUR DESTINY...
...WAS SO BLACK, FLUFFY, AND WARM.
WHAT ARE YOU DOING?
SLIDE
FLOAT
?!

THIS IS THE BURIAL CHAM-BER!
DAMN YOU!

DON'T YOU UNDER-STAND ?
THIS BODY BELONGS TO ME!
I AM THE DEMON QUEEN !
THUD
IF SHE COMES OUT AGAIN...
...I WILL PROBABLY DIE.

BA-DUMP
BUT...
...MY DEMON QUEEN IS 10 TIMES STRONGER THAN YOU.
A HUNDRED TIMES. I AM PRAYING.
DEMON QUEEN.
DON'T LOSE.

THE IRON KINGDOM NEAR THE CAPITAL CONVENT STRUCTURE
WASH QUICK-LY!
DON'T LET THE HOT WATER RUN OUT!
BOIL THE CLOTH!
GET MORE CLOTH!

TREAT THE INJURED MIDNIGHT SUN SOLDIERS AS WELL!
WE HAVE THE APPROVAL OF THE IRON FIST KING!
AREN'T THESE SOLDIERS OF THE MIDNIGHT SUN?
BRING THE MODERATELY INJURED INSIDE THE CONVENT.
STOP THEIR BLEEDING AND DISINFECT THEM WITH SPIRITS.
THE TOWNSFOLK WILL TREAT THEM.
CARRY THE LIGHTLY WOUNDED TO THE TENT OUTSIDE!
TIE IDENTIFYING HANDKERCHIEFS TO THE INJURED BASED ON THE CONDITION OF THEIR WOUNDS!
RE-PORTING, SIR!
YAAAH!
PAT
KEEP IT TOGETHER!
YOUR WOUNDS WON'T KILL YOU, MUCH LESS EARN YOU TIME OFF!
I'M DYING.
I'M DONE FOR.

WE'VE FINISHED COUNTING THE MEN.
ON OUR SIDE, THERE ARE 18 DEATHS AND 221 INJURED.
ON THE MIDNIGHT SUN'S SIDE, THERE ARE 304 DEATHS, 892 INJURED, AND 450 PRISONERS OF WAR.
THOUGH WE FOUND THE BODY OF THE MAN BELIEVED TO BE THE OFFICER SECOND IN COMMAND...
...WE WERE UNABLE TO FIND THE ONE EYED MAN BELIEVED TO BE THE COMMANDER AMONG THE DEAD OR INJURED.
HMM ふむ…

I SUPPOSE YOU'RE RIGHT.
HE WOULD BE EASIER TO TRACK IF HE TRIED TO RETURN WITH HIS DIMINISHED FORCES...
...THAN IF HE TRIED TO HIDE.
ARE YOU SURE?
IT WOULD BE CONVENIENT IF HE WENT HOME.
GENERAL?
IT'S THE GENERAL!
IT'S THE GENERAL!
CHATTER
YEAH, THAT'S HIM!

THE ARROWS WENT FLYING IN A ROW AT THE GENERAL'S COMMAND!
THEY WENT "WHOOSH"!
CHATTER
IT WAS IN-CRED-IBLE!
IT WAS PER-FECT!
HUH?
WHAT?

LONG LIVE THE GENERAL!
GEN-ERAL!
LONG LIVE THE GEN-ERAL!
ALL RIGHT!
WHAT?
UMM
GEN-ERAL!
GEN-ERAL!
GENERAL!
ROAR
CHEER

LET THEM CHEER.
BUT IT'S NOT THE TRUTH.
GENERAL!
HOLD ON.
I'M NOT A GEN-ERAL.
LONG LIVE THE GEN-ERAL!
I'M JUST THE COMMANDER OF A BORDER GUARD

THE MILITIA-MEN AREN'T FAMILIAR WITH RANKS.
WHEN THEY WANT TO EXPRESS THEIR GRATITUDE TO A COOL AND HEROIC GENERAL...
...THE UNEDUCATED CAN ONLY CHEER FOR HIS ETERNAL LIFE.
LONG LIVE THE GENERAL!
GENERAL!
LONG LIVE THE GENERAL!
CHEER

WHEN THEY SAY "GENERAL," THEY MEAN YOU'RE COOL.
COOL?

IS... IS THAT RIGHT?
YES, "GENERAL"!
TODAY'S BATTLE WAS IMPRES-SIVE.

WE'LL PROBABLY TELL OUR GRAND-CHILDREN ABOUT IT.
LET'S DO OUR BEST IN THE UPCOMING BATTLES...
...SO WE CAN DO JUST THAT!

I... I'M WORRIED ABOUT THE SCOUTS!
THOSE WHO ARE STILL MOBILE SHOULD EAT AND REST!
AFTER-WARDS WE MUST REORGANIZE AND FORM PATROL UNITS!
UH...
YES, SIR!
!

HE WAS IMPRES-SIVE.
APPARENTLY HE'S ONE OF THE SCHOLAR'S APPRENTICES.
TSK!
GENERAL, WHERE ARE YOU GOING?
I'M GOING TO REPORT AND MAKE MY ROUNDS
LONG LIVE THE GENERAL!
LONG LIVE THE GENERAL!

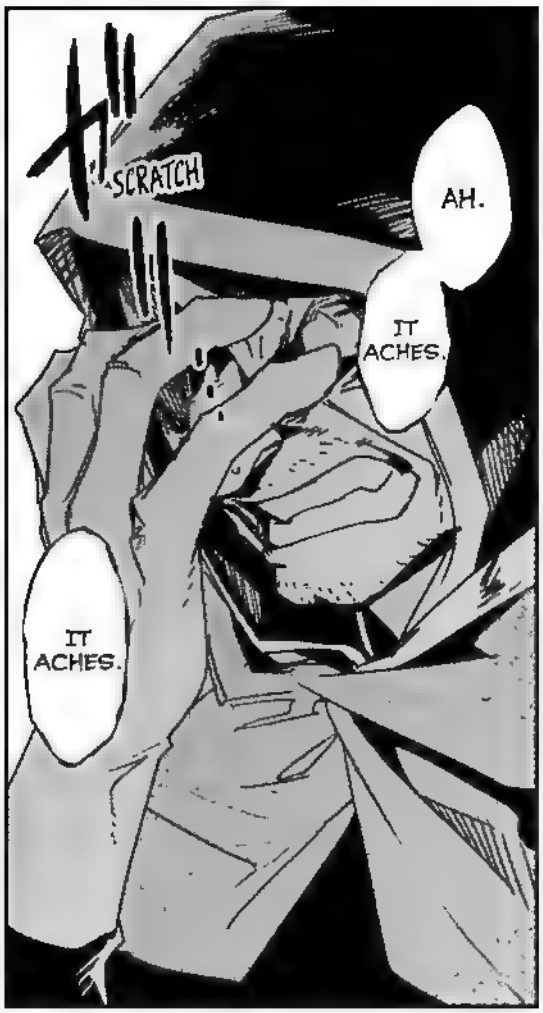
NO WONDER THE GENERAL'S SO BRILLIANT FOR SUCH A YOUNG MAN.
YEAH.
CHATTER
YOU MEAN THE SAINT!
CHATTER
THE ONE WHO MADE THAT SPEECH?
WOW!
CHATTER
THE CRIMSON SCHOLAR?

I SAW HER IN THE CRAFTS-MAN'S STREET!
CHATTER
REALLY?
SHE'S HERE TO BRING US GOOD FORTUNE.
SHE'S A BEAUTIFUL WOMAN.
LUCKY YOU.
WOW!!
CHATTER

DID YOU KNOW THE SCHOLAR'S IN THIS KINGDOM NOW?
TWITCH
REALLY?
WOW!

DID YOU HURT YOUR EYE?
HUH?

STEP
STEP
I WILL SPREAD THIS DARK-NESS ACROSS ...
...THIS APOSTATE NATION THAT HAS TURNED ITS BACK ON THE SPIRITS OF LIGHT!


SCRATCH
AH.
IT ACHES.
IT ACHES.

ARE YOU ALL RIGHT?
YOU SHOULD ...
TURN
STEP!

WHO IS SHE?
SHE'S ASLEEP.
....
SNORE
ZZZZ

THE WINTER PALACE PRESENTATION ROOM
SNORE
ZZZ...

ZZZZ
DROOL
SNORE
SNORE

THAT'S THE ROYAL THRONE.
WHERE DID SHE COME FROM?
WHY IS THERE A GIRL SLEEPING THERE?
CLICK
SIR, THE TEA IS READY.
LET'S PULL OUR-SELVES TOGETH-ER AND...
WHA AAA AT ?
ZZZZ

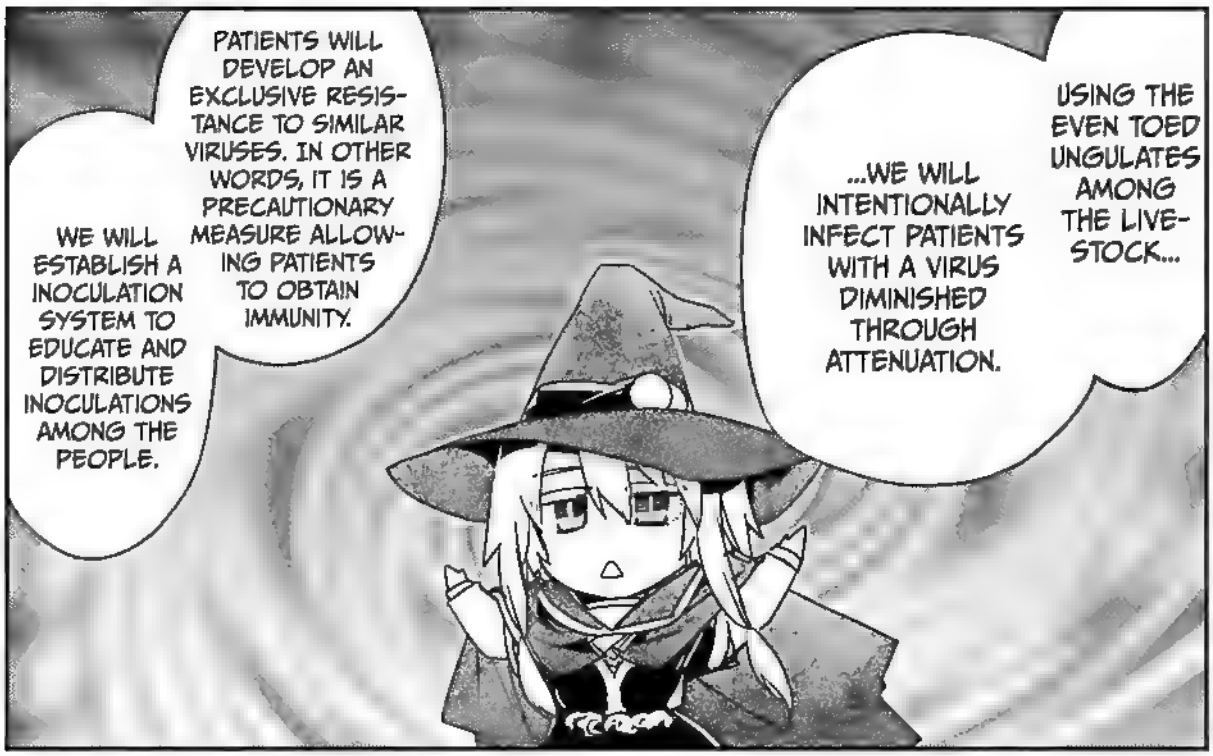
VIC-TORY.
SHE IS THE FEMALE MAGI-CIAN.
ALLOW ME TO INTRO-DUCE YOU.
SHE IS ONE OF THE HERO'S THREE FORMER TRAVELING COMPAN-IONS.

I'M FOND OF THE "MERRY MURDERER."
...SHE IS ONE OF THE STRONGEST MAGICIANS IN THE WORLD.
KNOWN AS THE "SHODDY NIGHTMARE" AND THE "NAPPING MAGICIAN"...
SHE KNOWS 108 DIF-FERENT SPELLS.
SHE WAS THE WIDE RANGE EX-TERMINATOR OF THE PARTY.
SHE CERTAINLY DOESN'T LOOK LIKE ONE.
IS THIS PERSON A LEG-ENDARY HERO TOO?
WOW!

THE HERO HEADED FOR THE PLACE KNOWN AS THE SPIRIT WORLD.
DID YOU SEE THE HERO?
YES.
I THOUGHT HE MIGHT.
WE'LL HAVE TO HANDLE THINGS HERE OURSELVES.
!
YOU KNOW THE SCHOLAR?
ORDERS FROM THE MASTER?
THE DEMON...
I HAVE ORDERS FROM THE CRIMSON SCHOLAR.

BUT WE WILL ACT.
...HER ORDERS ARE LARGELY POINT-LESS.
...SO...
SHE DIDN'T KNOW YOU WERE AT WAR, EITHER...
THE SCHOLAR DOES NOT KNOW OF THE SITUA-TION HERE.
あ あ
OH...

THE SCHOLAR AND I ARE OF THE SAME KIND.
WE'RE RELA-TIVES...
SISTERS?


WE WILL ESTABLISH A INOCULATION SYSTEM TO EDUCATE AND DISTRIBUTE INOCULATIONS AMONG THE PEOPLE.
PATIENTS WILL DEVELOP AN EXCLUSIVE RESIS-TANCE TO SIMILAR VIRUSES. IN OTHER WORDS, IT IS A PRECAUTIONARY MEASURE ALLOW-ING PATIENTS TO OBTAIN IMMUNITY.
...WE WILL INTENTIONALLY INFECT PATIENTS WITH A VIRUS DIMINISHED THROUGH ATTENUATION.
USING THE EVEN TOED UNGULATES AMONG THE LIVE-STOCK...

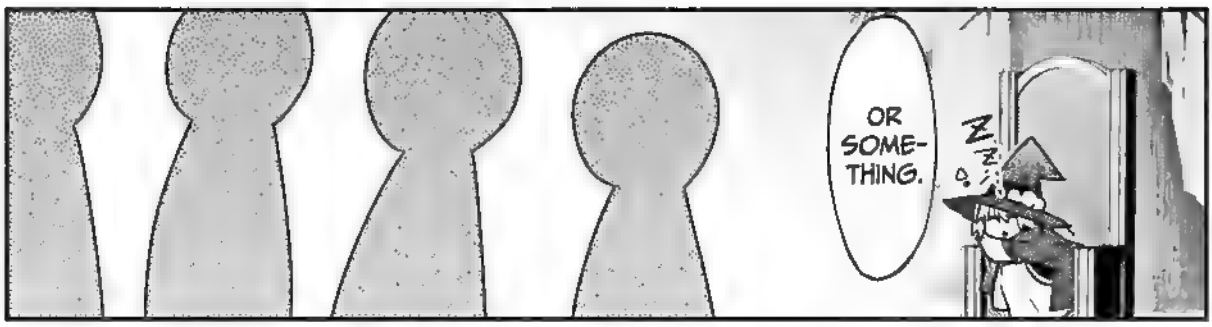
?!

WE WILL ESTABLISH A PREVENTA-TIVE SYSTEM AGAINST SMALLPOX.
COULD YOU EXPLAIN IT IN SIMPLER TERMS?
?!
THIS EVIL DISEASE KILLS BETWEEN ONE-TO-THREE MILLION PEOPLE EVERY YEAR!
SMALL-POX IS THE NIGHT-MARE OF THIS CONTI-NENT!
HOUSES THAT PRODUCE PATIENTS HAVE TO BE BURNT DOWN! IT'S INCURABLE!

IF WHAT YOU'RE SAYING IS TRUE, IT WOULD BE UNPRECEDENTED NEWS FOR ALL OF HUMANKIND!
MY FATHER AND BROTHER DIED OF SMALLPOX.
THERE'S NO ONE ON THIS CONTINENT WHO HASN'T LOST SOMEONE TO SMALLPOX.
YES.
IT'S NOT A TREATMENT METHOD. IT'S A PREVENTATIVE METHOD.
THOSE TWO MEAN PRACTICALLY THE SAME THING.
WHAT MUST WE DO?
WE CREATE SOMETHING SIMILAR TO MEDICINE AND INFECT PATIENTS USING A METHOD CALLED "INOCULATION."
THEY WILL BECOME SLIGHTLY SICK, BUT IT WILL MAKE THEM IMMUNE TO SMALLPOX.

I SEE.
IT'S SIMILAR TO HOW...
...PATIENTS WHO CONTRACT SMALLPOX ONCE NEVER GET IT AGAIN.
IT USES THE SAME MECHA-NISM.
HOW LONG DOES IT LAST?
ABOUT SEVEN YEARS.
THIS IS FANTASTIC NEWS.
AND...
?
...EVERY PERSON IN THE THREE KINGDOM ALLIANCE AND ITS ALLIES CAN BE INOCULATED FOR ONE SILVER COIN.
!
IT WOULD BE NICE IF IT WORKED OUT THAT WAY.
SLUMP

ALSO, I'M A DEMON.
THAT'S AMAZ-ING!
IT WOULD BE POSSIBLE TO STOP THE WAR.
YES, DEFI-NITELY.
THAT WOULD CHANGE THE SITU-ATION.


OR SOME-THING.
Z z z

IN OTHER WORDS, THE PREVENTA-TIVE METHOD AGAINST SMALLPOX IS A GIFT FROM THE DEMONS?
IS THAT WHAT YOU WANT US TO TELL PEOPLE?

WHAT KIND OF JOKE IS THAT, MAGICIAN?
WHAT?

PLEASE ...
...TELL THEM.
SNORE

THE DEMONS ARE LARGE AND MONSTROUS...
...BUT THEY'RE INTELLIGENT CREATURES WHO COMMUNICATE WITH LANGUAGE.
SIR, I WOULD LIKE TO MAKE THE SAME REQUEST.
I'M NOT ASKING YOU TO ESTABLISH FRIENDLY RELATIONS WITH THEM...
...BUT PERHAPS WE SHOULDN'T CALL THEM ENEMIES OF THE SPIRITS OF LIGHT...
...AND PROMOTE ILL FEELINGS TOWARD THEM.
NATURALLY, IF THEY INVADE, WE WILL FIGHT THEM.
AFTER ALL, THEY WOULD BE OUR ENEMY.
BUT JUST AS THERE ARE MANY HUMAN KINGDOMS ...
...IT'S POSSIBLE THERE ARE MANY DEMON KINGDOMS AND FACTIONS AS WELL.
IF WE CONTINUE FIGHTING THE DEMONS WITHOUT UNDERSTANDING THEM...
...ISN'T IT PRACTICALLY IMPOSSIBLE FOR US TO DEFEAT THEM?

I DESIRE GOOD DREAMS WHEN I SLEEP.
SNORE
I'M SICK OF BEING THE "SHODDY NIGHT-MARE."
WHY...
WHY DO YOU WANT THAT, MAGI-CIAN?
WHY ARE YOU TRYING TO ACT AS A MEDIATOR BETWEEN US AND THE DEMONS?

I CANNOT PROM-ISE YOU ANY-THING.
HOW-EVER...
...AS LONG AS I AM ALIVE, I WILL KEEP YOUR WORDS IN MY HEART...
...AND DO MY BEST TO NEVER ALLOW BLOOD TO BE SHED POINTLESSLY.

LET'S RAID THE CASTLE'S KITCHEN!
IF ALL OF US ATTACK AT ONCE, I'M SURE WE'LL FIND SOMETHING TO EAT!
SLAM
HA HA HA!
SHE'S A HUNGRY MAGICIAN!
GROAN
GROWL
I AM A DEMON.
IT'S TRUE.
SNORE

THE IRON KINGDOM
THE CAPITAL
CRAFTSMAN'S STREET
STEP
STEP
STEP

STEP
Ooo
SISTER, IT'S GETTING LATE.
JUST A LITTLE MORE.
OKAY?
CLICK
CLICK
PITTER PATTER
NO.
THERE ARE PEOPLE WHO HEARD THAT SPEECH.
I THINK IT WOULD HELP EVERYONE IF I STAYED IN THIS FORM UNTIL THE MISTRESS RETURNS.
ALSO, DON'T CALL ME "SISTER" WHEN I'M IN THIS FORM.
Boo
Boo
CAN'T YOU STOP NOW?

HERE. THESE ARE NEXT, RIGHT?
OH, MY. I'M IM-PRESSED YOU KNEW.
THE CRIMSON SCHOLAR HAS FAMILY TOO.
THE APOSTATE HAS A FAMILY JUST LIKE EVERYONE ELSE?
I'LL SEND THOSE TIES INTO THE DARK ABYSS WITH HER.

I'M GOING TO SAY HELLO TO THE MASTER.
ガチャ
CLICK

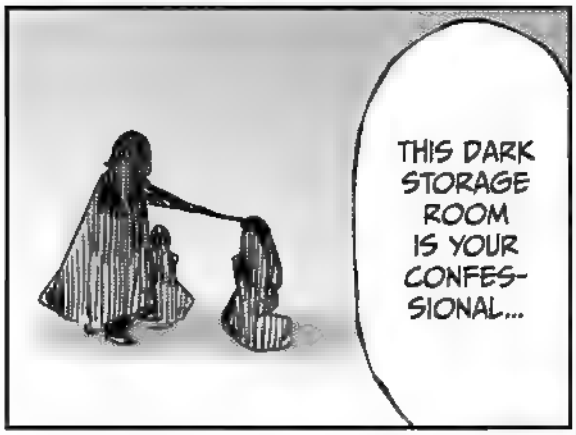
WHO... WHO ARE YOU?
I AM THE HONORABLE STATION COMMANDER OF THE HOLY KEY EXPEDITIONARY FORCE.

WHO...
WHO ARE YOU?
IT'S NICE TO MEET YOU, SCHOLAR.
CLATTER
BANG
I SUPPOSE YOU WOULDN'T KNOW WHO I AM, YOU WHORE OF A SERF.
CHUCKLE
I AM...
...THE MAN WHO WILL KILL YOU.

DON'T SPEAK THE NAME OF THE SPIRITS, YOU LOWLY WHORE!

I BELIEVE IN THE SPIRITS.
KNEEL-ING IS NO TROUBLE AT ALL.
KNEEL

KNEEL.
PRAY TO THE SPIR-ITS.


THIS DARK STORAGE ROOM IS YOUR CONFES-SIONAL...

WHAT ARE YOU TALKING ABOUT?

BEG FOR FORGIVE-NESS!
CONFESS YOUR SINS AND CRY TEARS OF SHAME!

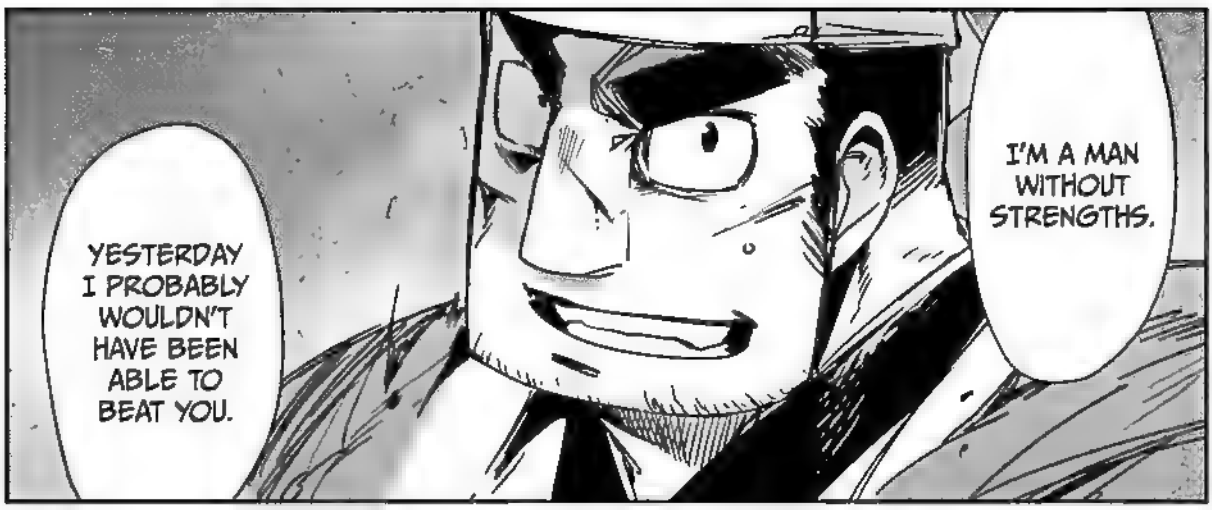
... THOUGH YOU'LL FIND NO FORGIVE-NESS HERE!

CLANG
I'M AN ORDINARY SOLDIER.
WHO ARE YOU?
YANK
STEP

SLASH
YOU'RE A GREEN YOUTH!
I'M THE COMMANDER OF THE HOLY KEY EXPEDITIONARY FORCE!
SLASH
CLING
CLANG
CLING
CLING
CLANG
CLANG
SLASH
THE HELL AND PAIN I'VE BEEN THROUGH IS FAR DIFFERENT FROM WHAT YOU'VE EXPERIENCED!
SLASH

THERE'S ALREADY A DIFFERENCE IN OUR STRENGTH.
DO YOU THINK YOU CAN WIN WHILE PROTECTING THE SISTERS BEHIND YOU?
CLANG
SLASH
SLASH
BEG FOR YOUR LIFE...
... THOUGH I WILL NEVER PARDON YOU!

YOU'RE RIGHT.
YOU MUST CONSIDER THIS ALWAYS.
WHAT IS YOUR STRENGTH?
CRUSH YOUR OPPONENT'S STRENGTH AND STRIKE AT HIS WEAKNESS.
YOU MUST BE CALM.
CALMLY COMPARE THE STRENGTHS AND WEAKNESSES OF YOURSELF AND YOUR OPPONENT.
WARS AND SWORD FIGHTS ARE THE SAME.


YESTERDAY I PROBABLY WOULDN'T HAVE BEEN ABLE TO BEAT YOU.
I'M A MAN WITHOUT STRENGTHS.

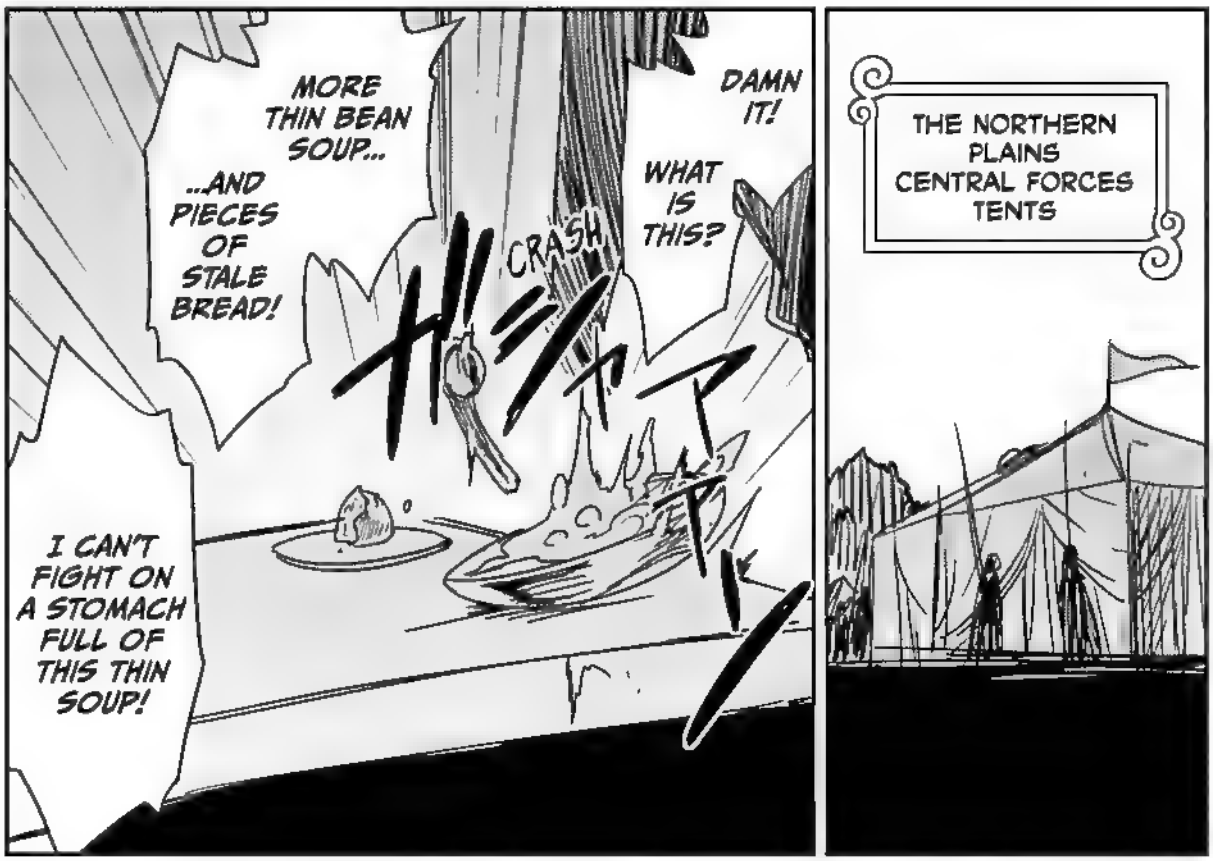
YOU'RE MINE!

STAB
I HIT HIM!
"THANK YOU."
THAT'S WHAT THEY TOLD ME.
"THANK YOU FOR PROTECTING US."
AS A SOLDIER WHO PROTECTS THE PEOPLE, WHAT GREATER HONOR IS THERE?
TODAY I HARDENED MY RESOLVE!
THAT'S THE ONLY STRENGTH I NEED!
WITH ONLY THAT, I WILL FIGHT UNTIL MY LAST BREATH!

DO YOU THINK YOU CAN...
WUMPH
...SAVE EVERY-THING?
SOMEDAY YOU'LL COME TO REGRET YOUR AR-ROGANCE.
I KNOW...
I KNOW THAT ALL TOO WELL.

THE SWORDS-MAN AND FEMALE KNIGHT TAUGHT US...
...HOW TO STAND ON THE BATTLE-FIELD REGARD-LESS!
APPREN-TICE.
STAGGER
よろ
IT'S NOT A SERIOUS WOUND.
YOU'RE BLEEDING A LOT.

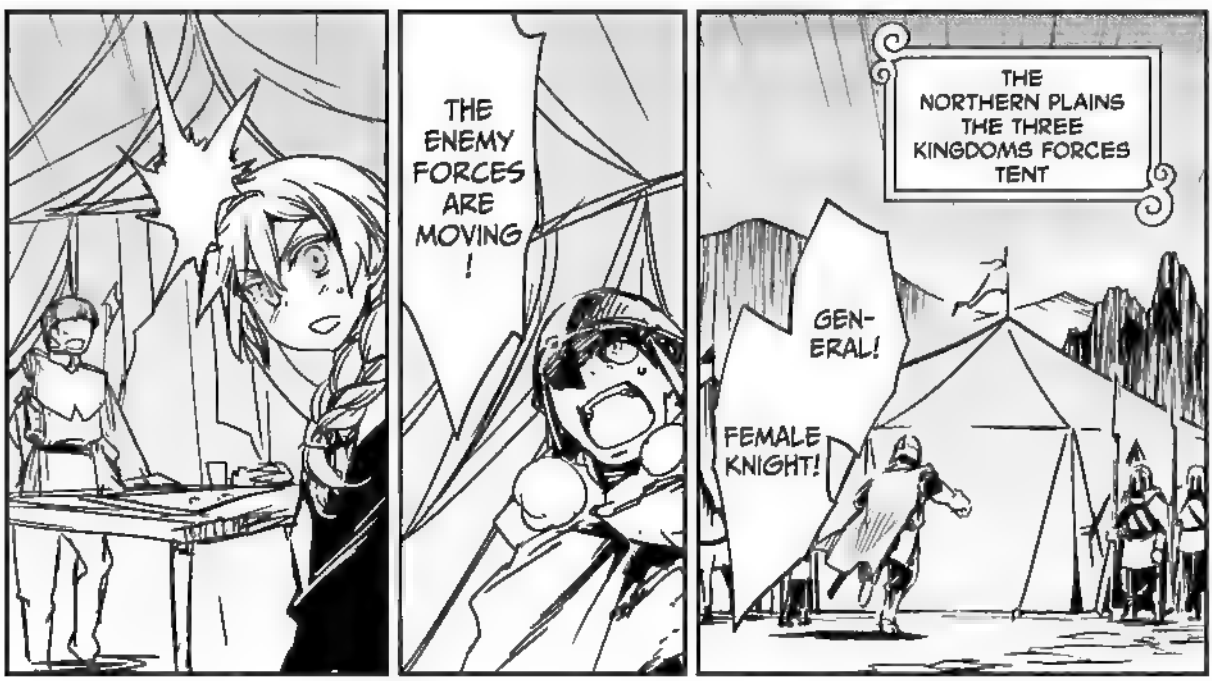
LET'S BIND HIS LEFT ARM.
OKAY!
EXCUSE ME.
THANK YOU FOR SAVING US.
THANKS, MISTER!
YOU'RE WEL-COME!


THE NORTHERN PLAINS CENTRAL FORCES TENTS
DAMN IT!
WHAT IS THIS?
CRASH
MORE THIN BEAN SOUP...
...AND PIECES OF STALE BREAD!
I CAN'T FIGHT ON A STOMACH FULL OF THIS THIN SOUP!

ARE THE NOBLES OUT OF THEIR MINDS?
!
WHAT DID YOU SAY?
...THEY HAVE PLENTY OF MONEY TO FUND THIS EXPEDITION ...
I HEARD...
...BUT THEY BROUGHT HARDLY ANY FOOD.
I'VE HAD ENOUGH OF THIS!
THEY'RE FEASTING IN THE NOBLES' TENTS EVERY NIGHT!
DAMN IT!
TSK
IS THAT WHY THE NOBLES AREN'T ATTACKING?
CHATTER
NO.
THE HORSES HAVEN'T BEEN FEELING WELL SINCE A FEW DAYS AGO.
THEN WE'D BETTER ATTACK THE ENEMY FORCES IMMEDIATELY !
LET'S LIGHT A FIRE UNDER THEIR ASSES, THEN.
BOSS!
STEP

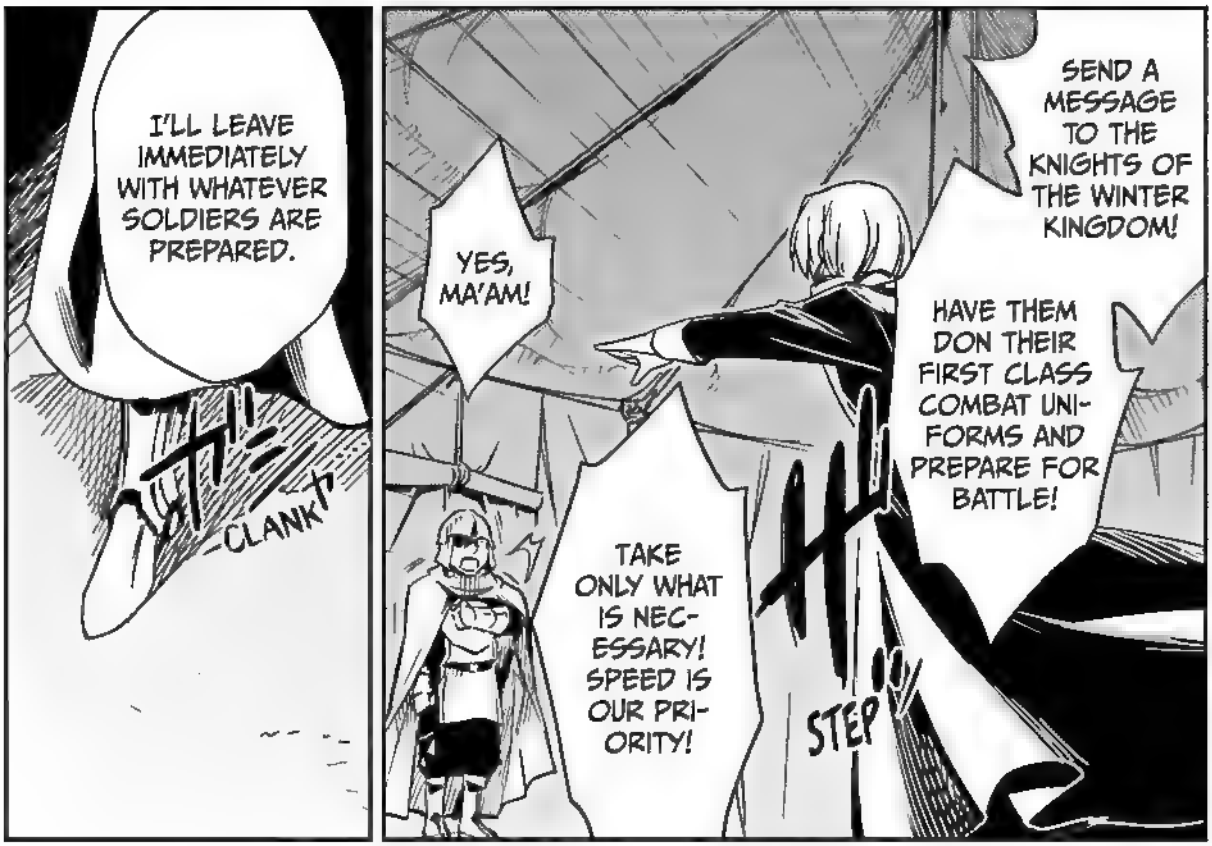
THEN WE'LL HAVE A MELEE!
...WE'LL GET THE NOBLES INVOLVED!
IF OUR ENEMIES CHASE AFTER US...
WE'LL STRIKE QUICKLY AND WITH-DRAW!
IT'S EASY!

CHEER
THERE'S NO WAY WE'LL LOSE!
WE OUT-NUMBER THEM!


THE ENEMY FORCES ARE MOVING!
THE NORTHERN PLAINS THE THREE KINGDOMS FORCES TENT
GEN-ERAL!
FEMALE KNIGHT!

THEY SEEM TO BE MOVING WITHOUT INFORMING THEIR ALLIES.
THEY SEEM TO BE ACTING ALONE.
ONLY... ONLY ONE OF THE MERCENARY COMPANIES ARE MOVING.
WHAT DID YOU SAY?
WE HAVEN'T SETTLED ON A DAY FOR THE BATTLE YET!
CLATTER
THERE ARE PRACTICALLY NO RULES.
THERE'S NOTHING WRONG WITH THEIR DECISION.
THAT'S RIDICU-LOUS!
DON'T THEY KNOW THE RULES OF WAR?

WHAT SHOULD WE DO?
OUR OWN FORCES SHOULD CHANGE POSITION IMMEDI-ATELY!
WE'LL ESTABLISH A DEFENSE WITH THREE REGIMENTS ...
THERE IS NO NEED!
BUT...
...WE WERE TOLD TO FIGHT DE-FENSIVELY IN THIS BATTLE.
LOOK AT THE BIG PICTURE.
THE MERCENARIES HAVE BROKEN THE RULES OF THE CENTRAL CONTINENT'S CHURCH AND CHIVALRY, AND THEY'RE STARTING THE WAR.
THEY MAY BE PUNISHED LATER...
...BUT THEY HAVE THEIR REASONS.
THEY'RE PROBABLY WORRIED ABOUT THEIR FOOD SUPPLIES.
IF OUR BATTLE AGAINST THE MERCENARIES DRAGS ON...
...20.000 CENTRAL CONTINENT SOLDIERS WILL ARRIVE AS REINFORCE-MENTS.


I'LL LEAVE IMMEDIATELY WITH WHATEVER SOLDIERS ARE PREPARED.
CLANK
YES, MA'AM!
SEND A MESSAGE TO THE KNIGHTS OF THE WINTER KINGDOM!
HAVE THEM DON THEIR FIRST CLASS COMBAT UNIFORMS AND PREPARE FOR BATTLE!
TAKE ONLY WHAT IS NECESSARY! SPEED IS OUR PRIORITY!
STEP

THEN THEY'LL HAVE AT MOST A THOUSAND MOUNTED MEN.
ONLY THE MERCENARY COMPANIES ARE ATTACKING, AREN'T THEY?
CLANK

THIS IS TOO RECKLESS!
YOU'LL HAVE LESS THAN 200 MEN!

THE END

Chapter 21
They Told Me "Thank You"

MEDICAL TREATMENT on the BATTLEFIELD and its NECESSITY

Medical treatment on the battlefield controlled the loss of fighting power and human resources.

Field hospitals were often established inside convents or churches.

THE REASON MEDICAL TREATMENT WAS NECESSARY ON THE BATTLEFIELD

Thought it may seem obvious, wars produce casualties. Additionally, when making expeditions to unfamiliar lands, one must be careful of frostbite and infectious diseases, making medical treatment an absolute necessity in war.

Medical treatment on the battlefield involves treating injured soldiers so they can return to the battle as quickly as possible and prevent an army's combat strength from declining. Additionally, in ancient times farmers were often made to fight as militiamen, and underdeveloped medical technology meant the mortality rate of young children was high, making medical treatment on the battlefield important for reducing the loss of human resources.

Among the several hundred thousand soldiers of the ancient Roman army, there were already army surgeons who would treat the injured and combat medics who assisted them. These can be seen in the relief sculptures carved into walls.

WHAT DOES A COMBAT MEDIC DO?

When people hear about medical treatment on the battlefield, the first thing that comes to mind is the combat medic. Under current international law, this refers to doctors, dentists, nurses, and any other medical personnel accompanying an army.

Among combat medics, there are those who accompany soldiers to the front lines as well as qualified doctors who wait in field hospitals behind front lines. The former provide first aid treatment to the injured, and transporting them to the field hospital is their primary responsibility. Because they generally only stop bleeding and administer painkillers, ordinary soldiers are often trained to be field medics. Though the latter treat the injured in field hospitals, soldiers requiring long term care are sometimes sent to civilian medical facilities.

In addition to treatment, sanitary supervision is another important responsibility of combat medics. On battlefields where many people gather in one place, unsanitary conditions frequently develop, and before modern wars, more soldiers died to disease than injuries suffered in battle. This situation was changed for the better by the environmental improvements in field hospitals of the Nightingales.

STOP THEIR BLEEDING AND DISINFECT THEM WITH SPIRITS
BRING THE MODERATELY INJURED INSIDE THE CONVENT
THE TOWNSFOLK WILL TREAT THEM.
CARRY THE LIGHTLY WOUNDED TO THE TENT OUTSIDE!
TIE IDENTIFYING HANDKERCHIEFS TO THE INJURED BASED ON THE CONDITION OF THEIR WOUNDS!

Triage, which determines the preferential order of medical treatment, is a concept born in field hospitals where there were fewer doctors than patients.

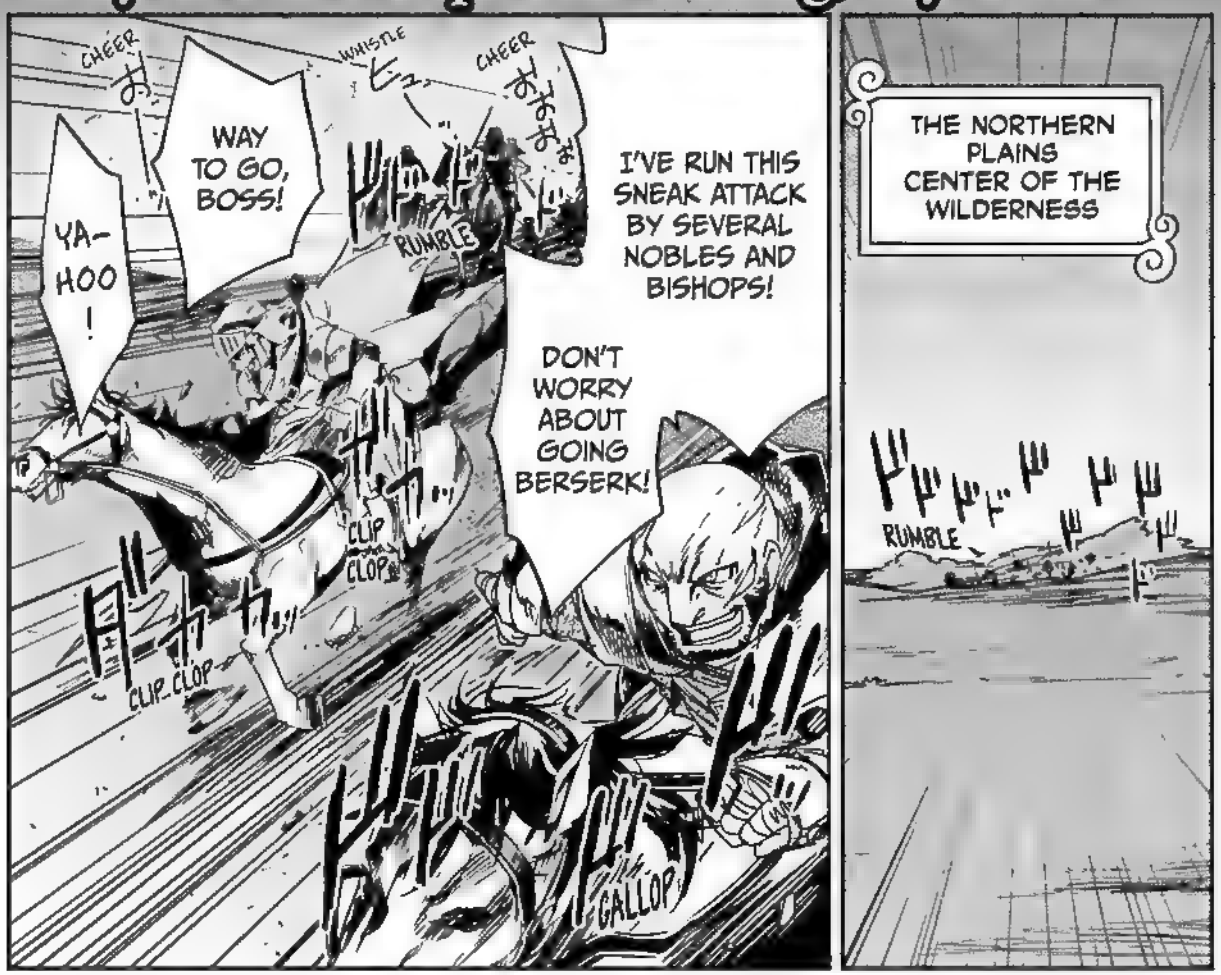
In Chapter 22, handkerchiefs were being attached to the injured according to the severity of their injuries to determine the order of treatment and improve the effectiveness of medical procedures. This is known as triage. When there are more patients than doctors during wars or disasters, this method is used even today.

A PARLOR TRICK?

WHAT AN INTER-ESTING PHENOM-ENON.
THAT'S ME.
AM I HAVING AN OUT OF BODY EXPERI-ENCE?
?
UMM...
WHAT IS THAT ?
HMM.
LOOKING AT MYSELF LIKE THIS, I DON'T SEEM TO WORTH-LESS AF-TER ALL.
THOUGH I'D GROWN OBSEQUIOUS FROM THE MAID CHIEF'S TEASING...
...WHEN I LOOK AT MYSELF OBJEC-TIVELY, I SEEM SEXY...
SIT UP
おん...
MAOYU
Archenemy and Hero
CHAPTER 22

WH-WHAT?
I'M OVER HERE, BUT MY BODY'S GETTING UP?
GRIN
!
SPLURCH
AH

Chapter 22 Archenemy and Hero
Sorry to Have Kept You Waiting, My Hero



LET'S GO!
WE'LL TRIGGER THE START...
...OF THIS SLOW WAR!
RUMBLE
RUMBLE
WHAT...
...IS THAT?
RUMBLE
RUMBLE
WHOOSH

RUMBLE
RUMBLE

BOOM
GALLOP
GALLOP

RUMBLE
ROAR

WAAAH
WHERE... WHERE DID THEY COME FROM?
WAAAH
WHAT'S GOING ON?
WAAAH
ROAR

THEY'RE SO FAST!
!
MURMUR...
WHERE DID THEY GO?
URGH
ROAR
THEY'RE BEHIND US!
NO, THEY'RE ON THE RIGHT!
WHERE ARE THEY? I CAN'T SEE THEM!
CHATTER
ROAR
SECOND CHARGE!
GO!
VICTORY FOR THE LADY GENERAL!
ROAR
RUMBLE
YAAAH

YAAAH
SURROUND THEM!
SPREAD OUT AND HOLD THEM BACK!
IDIOTS!
OUR ENEMIES ARE FEW!
AARGH!
ROAR
ROAR
THEIR PENETRATING FORCE IS INCREDIBLE!
GALLOP
YAAAH
YAAAH
YAAAH
RUMBLE
BREAK AWAY!
FIX YOUR FORMATION!
RUMBLE
WITHDRAW!
THE LADY GENERAL HAS ORDERED US TO RETREAT!
PREPARE FOR THE THIRD FORMATION!
RUMBLE
RUMBLE
RUMBLE

YAAAH
AFTER THEM!
THERE ARE LESS THAN 300 OF THEM!
IF WE CATCH THEM, WE'LL CRUSH THEM!
RUMBLE
RUMBLE

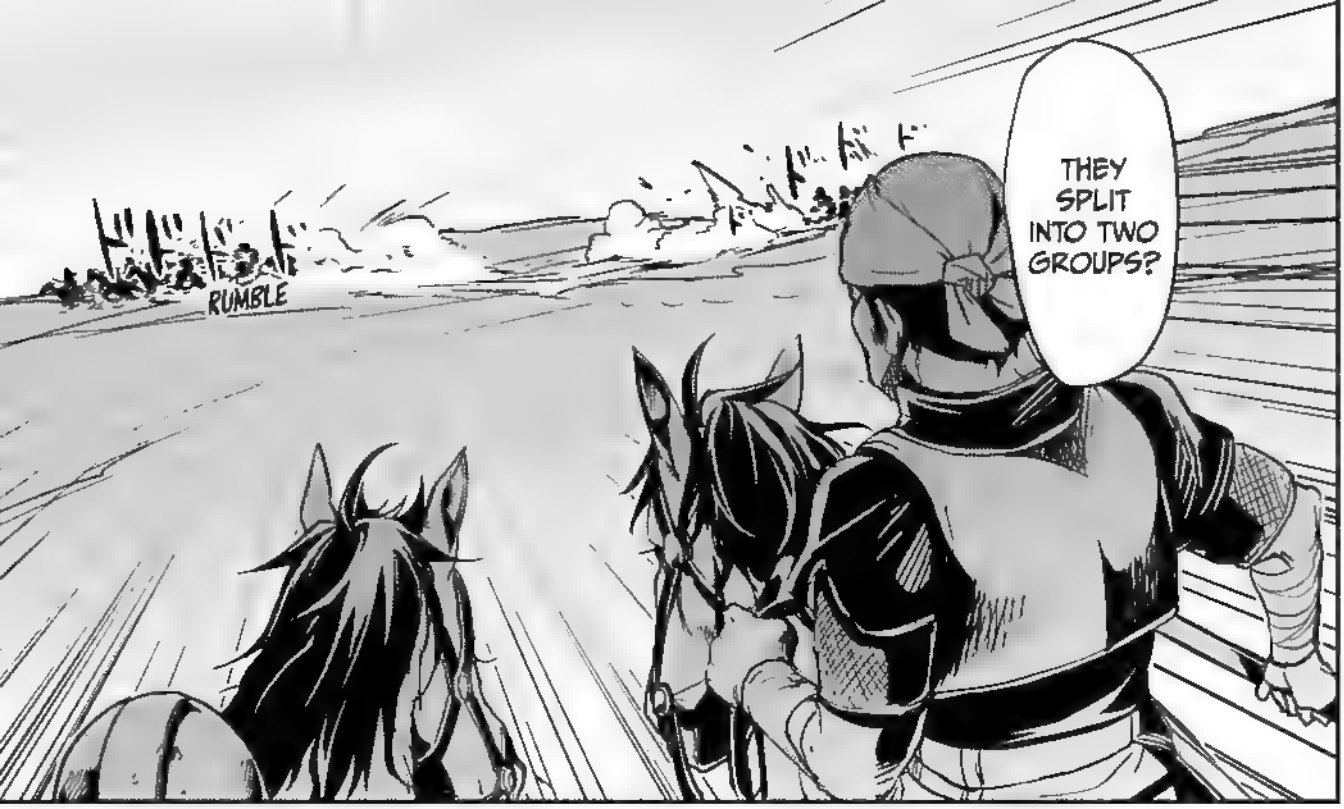
RUMBLE

DAMN IT! IF ONLY THE HORSES WEREN'T SO SLOW...

!

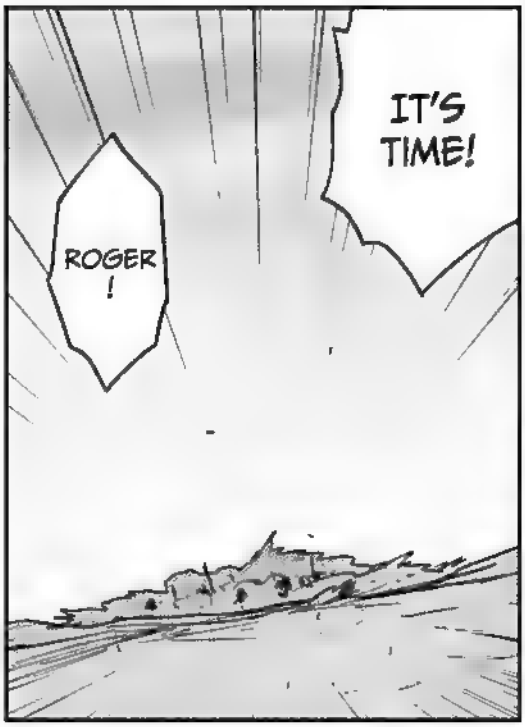
THIRD FORMA-TION!
WHOOSH

ALL RIGHT.
THEY'RE FOLLOW-ING US.
CLIP CLOP


RUMBLE
THEY SPLIT INTO TWO GROUPS?

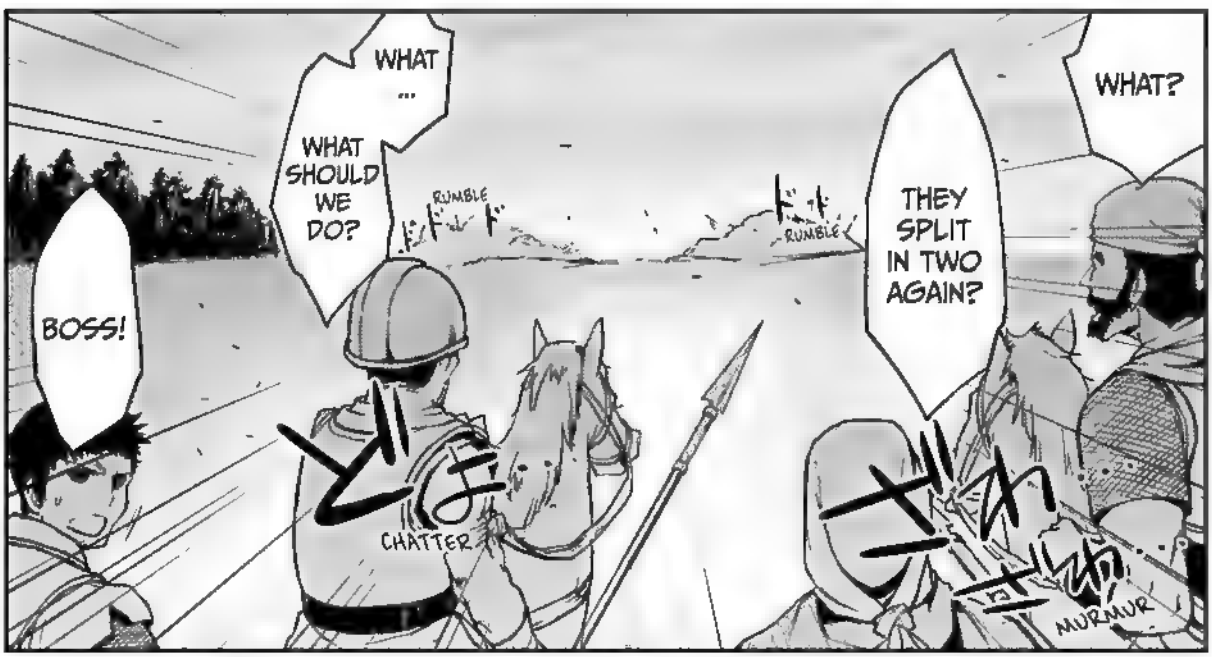
YES, SIR!
YOU FOLLOW THE RIGHT!
I'LL CHASE AFTER THE LEFT!
RUMBLE
GALLOP

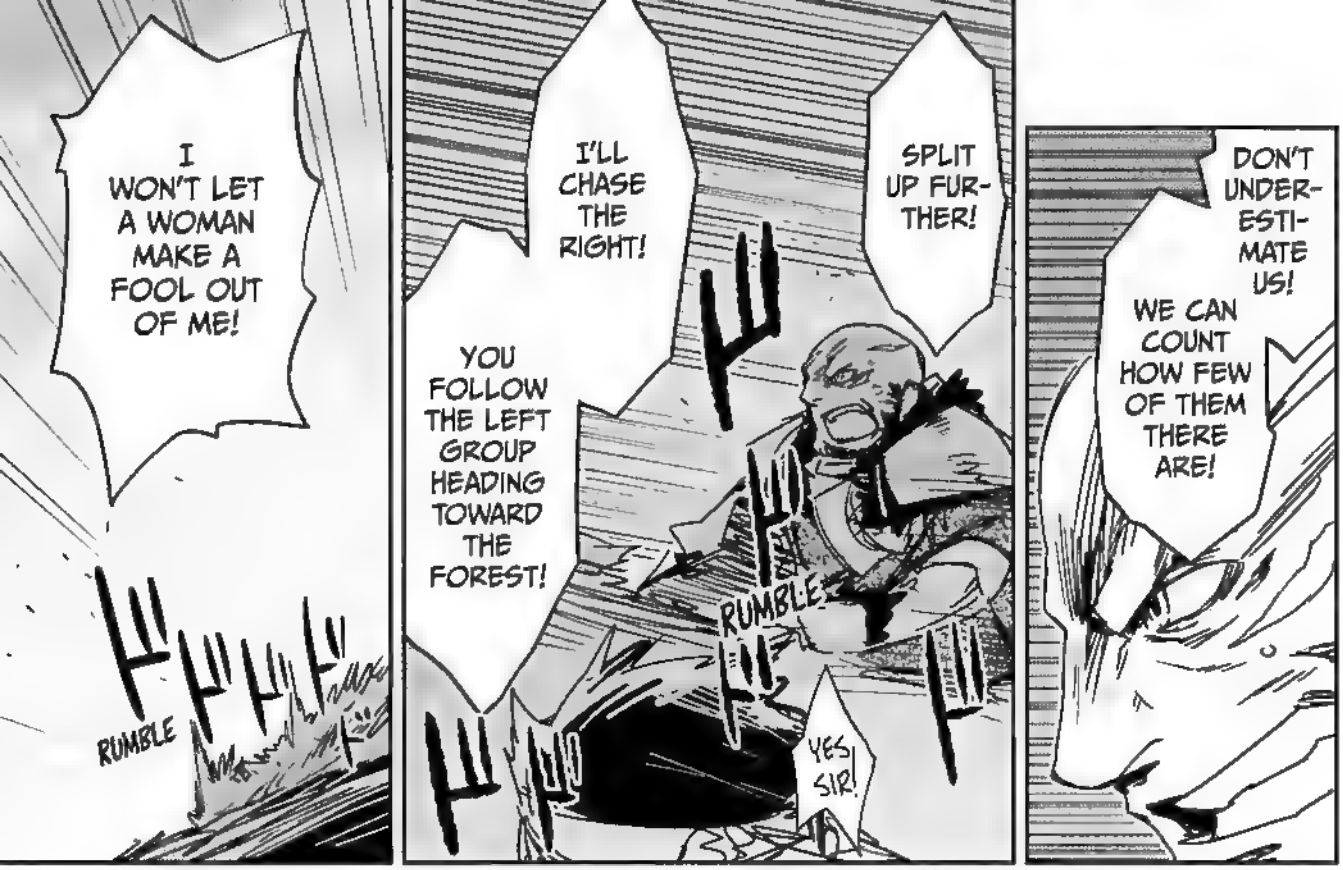
WHO SHOULD WE PURSUE?
WHO ...
WHAT ARE THEY THINKING?
THEY'RE SPLITTING UP THEIR ALREADY SMALL NUMBERS?

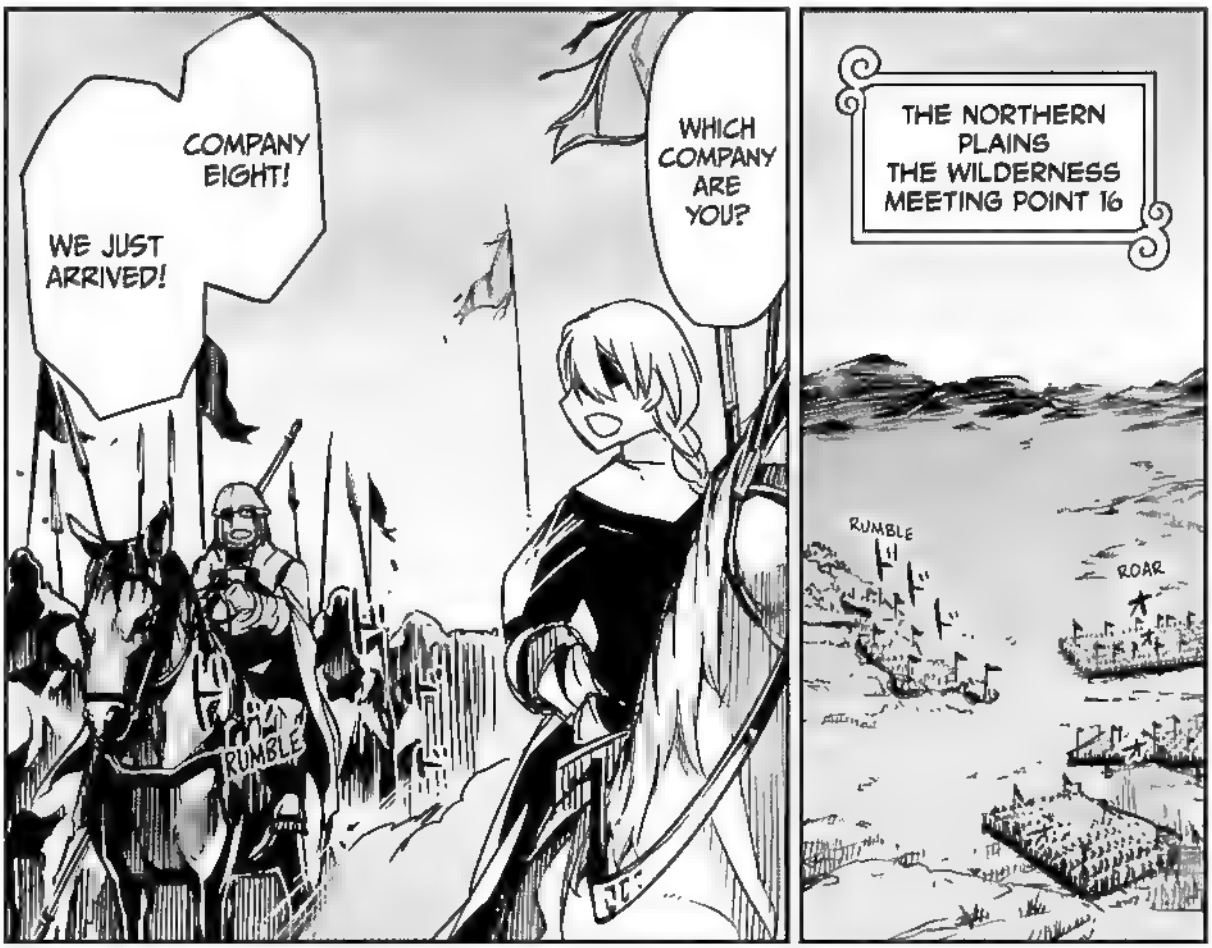

IT'S TIME!
ROGER!

I SEE.
THEY'RE CHASING US.
IT SEEMS THEIR HORSES AREN'T FEELING WELL.
PURSUING US TAKES ALL THEIR STRENGTH.
RUMBLE

CLIP CLOP


WHAT...
WHAT SHOULD WE DO?
BOSS!
RUMBLE
RUMBLE
CHATTER
WHAT?
THEY SPLIT IN TWO AGAIN?
MURMUR


I WON'T LET A WOMAN MAKE A FOOL OUT OF ME!
RUMBLE
I'LL CHASE THE RIGHT!
SPLIT UP FURTHER!
YOU FOLLOW THE LEFT GROUP HEADING TOWARD THE FOREST!
RUMBLE
YES SIR!
DON'T UNDERESTIMATE US!
WE CAN COUNT HOW FEW OF THEM THERE ARE!


COMPANY EIGHT!
WE JUST ARRIVED!
RUMBLE
WHICH COMPANY ARE YOU?
THE NORTHERN PLAINS
THE WILDERNESS
MEETING POINT 16
RUMBLE
ROAR

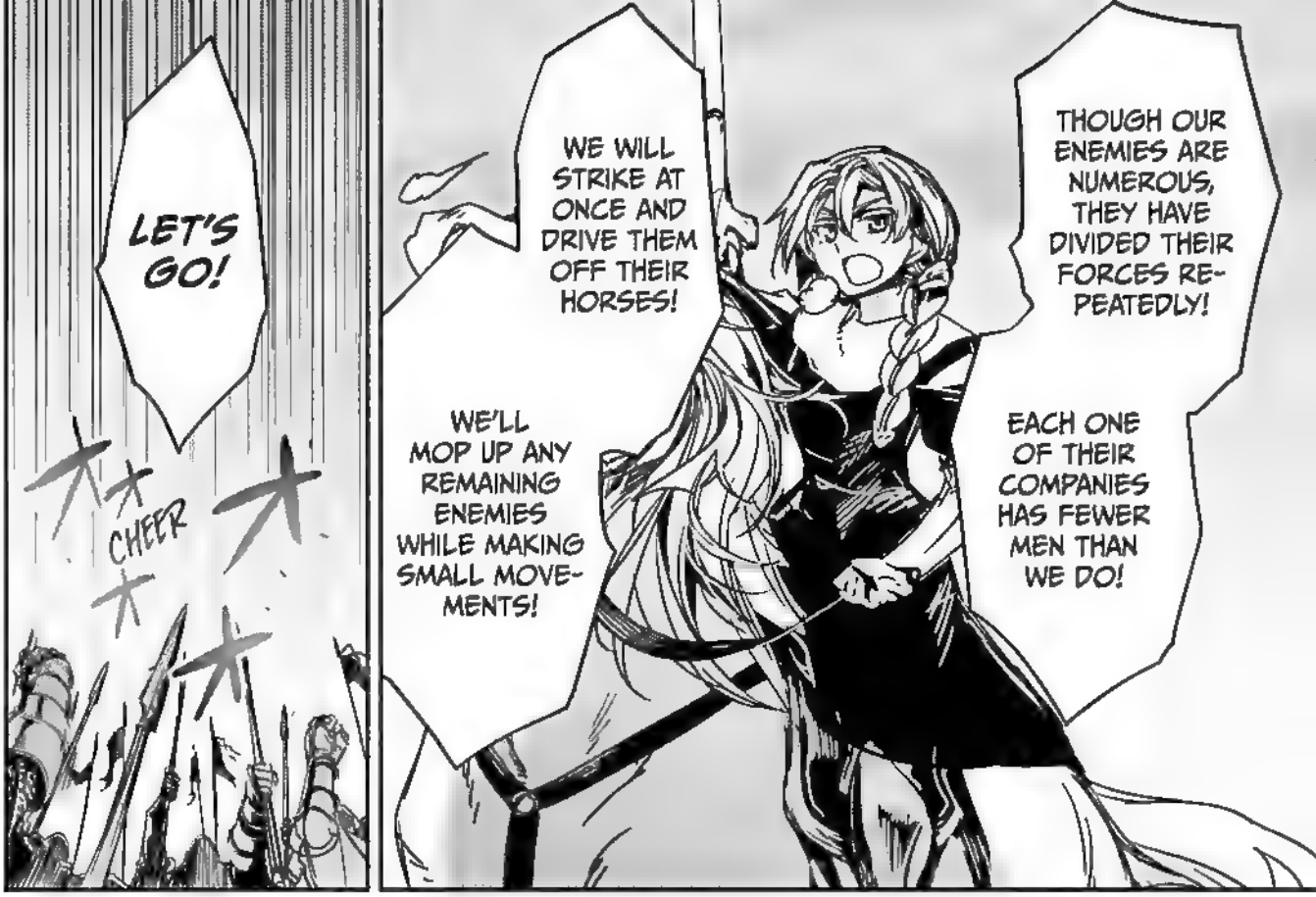
HOW DO OUR ENEMIES LOOK?
YES, MA'AM!
DIVIDING OUR COMPANIES HAS PUT MANY OF THEM OFF COURSE.
THEY'RE SPREAD OUT OVER A RATHER LARGE AREA.
IN CONTRAST, ALL OUR FORCES HAVE REASSEMBLED.
ALL RIGHT.

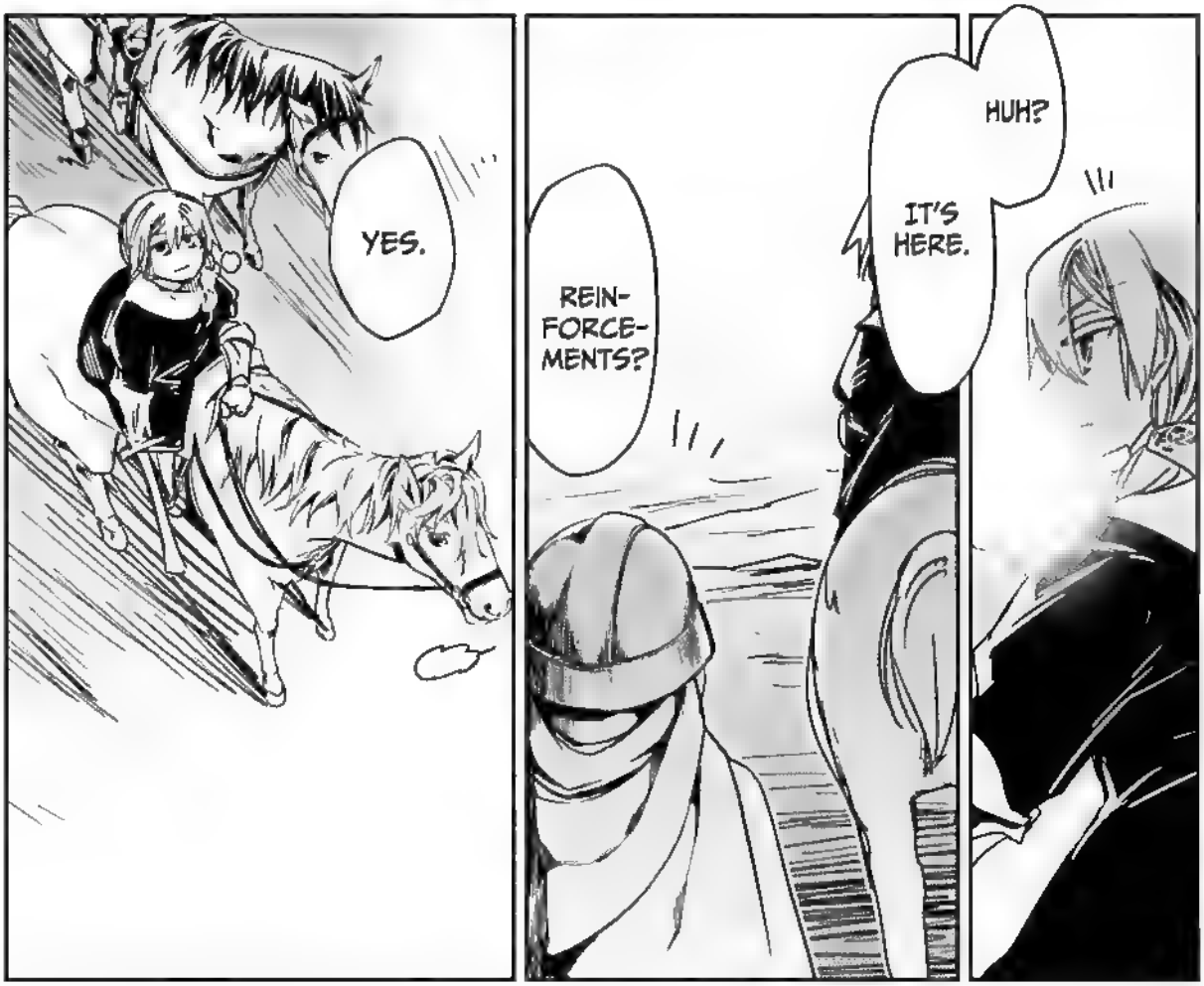
MEN!
HOW ARE YOU FEELING? ARE YOU TIRED?
COMMAND US, LADY GENERAL!
WE'RE STILL IN HIGH SPIRITS!
おお
ROAR
おお
VERY WELL.
WE WILL RESUME OUR ATTACK!
THIS TIME WE'LL ATTACK AS ONE!
I'LL LEAD THE ATTACK!

BUT...
YOU'RE LIGHTLY EQUIPPED. IF SOMETHING WERE TO HAPPEN TO YOU...
AT LEAST RIDE IN THE MIDDLE OF THE KNIGHTS.
LEAVE IT TO US!

DON'T WORRY ABOUT ME.
HOW-EVER...
...IF THAT'S HOW YOU FEEL, BRING ME RESULTS!

ROBBING THEM OF THEIR WILL TO FIGHT BY MAKING THEM FALL IS ENOUGH!
THEY ARE DISCIPLES OF THE SPIRITS AS WELL!
OUR GOAL ISN'T TO KILL OUR ENEMIES!
THERE'S NO NEED TO DEFEAT THEM THIS TIME!
MAKE AS MANY OF THEM FALL AS YOU CAN!
THOUGH WE CONFRONT EACH OTHER NOW, THEY ARE OUR BROTHERS!
IN ANY CASE, MAKE THEM FALL!
YES, MA'AM!
CHEER
DO NOT KILL THEM UNLESS IT'S ABSOLUTELY NECESSARY!
IF WE KILL TOO MANY, THE HERO... NO.


LET'S GO!
CHEER
WE WILL STRIKE AT ONCE AND DRIVE THEM OFF THEIR HORSES!
THOUGH OUR ENEMIES ARE NUMEROUS, THEY HAVE DIVIDED THEIR FORCES REPEATEDLY!
WE'LL MOP UP ANY REMAINING ENEMIES WHILE MAKING SMALL MOVEMENTS!
EACH ONE OF THEIR COMPANIES HAS FEWER MEN THAN WE DO!


YES.
REINFORCEMENTS?
IT'S HERE.
HUH?

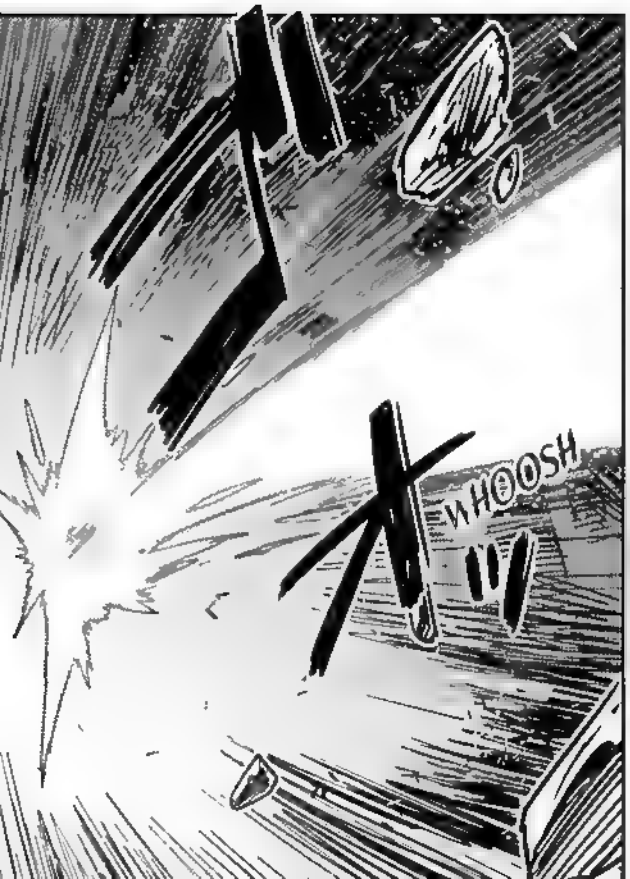
THE SNOW.

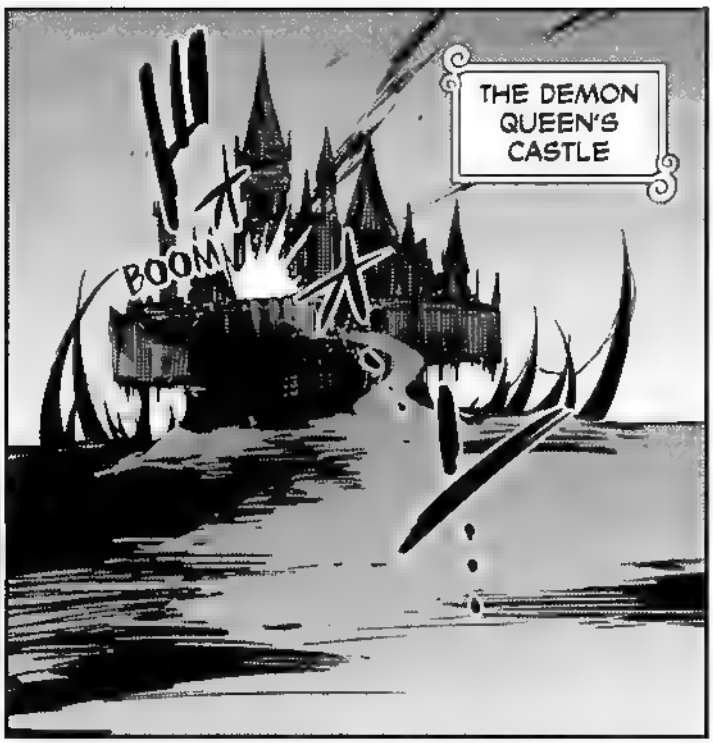
CENTRAL FORCES HEADQUARTERS TENT
MORALE IS ALREADY LOW BECAUSE OF OUR LACK OF FOOD SUPPLIES.
THE HORSES AREN'T FEELING WELL.
ON TOP OF THAT, THERE'S THIS SNOW.
I SEE.
IT'S SNOW-ING.
WE HAVE NO CHOICE.
WE CAN'T EXHAUST OUR SOLDIERS HERE.
I CAN'T BELIEVE WE ACCOMPLISHED NOTHING AFTER MOBILIZING ALL THESE SOLDIERS.
WE...
...WILL HAVE TO RETREAT.

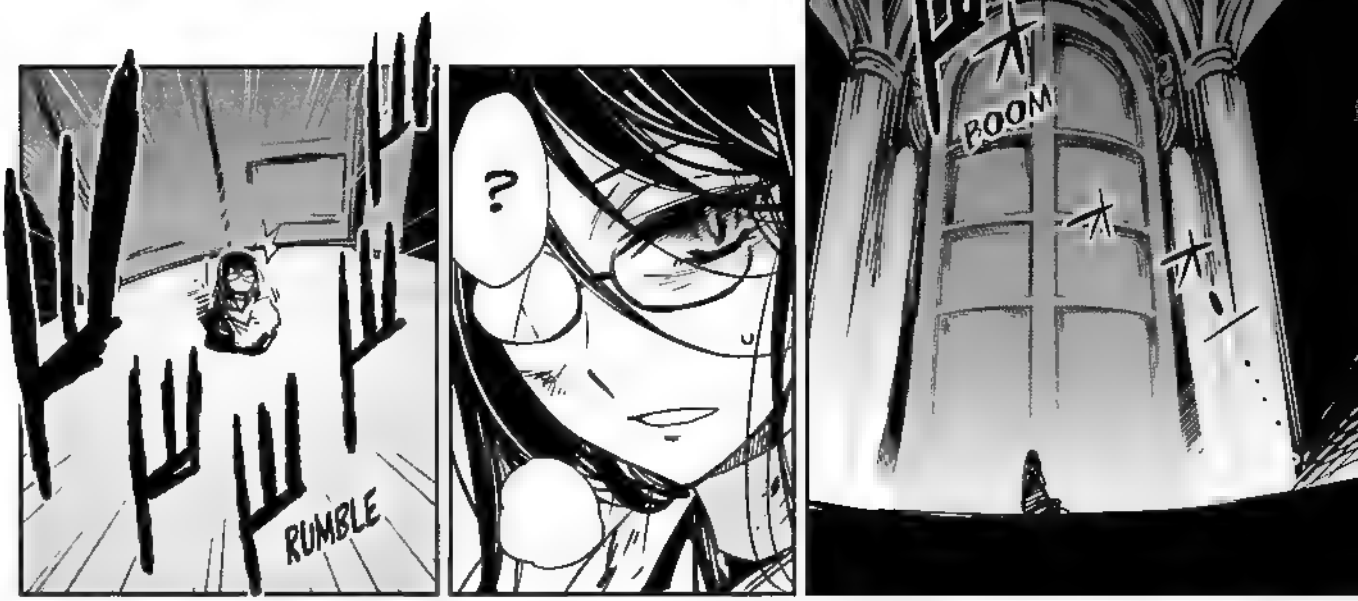
DID YOU SAY SOME-THING?
NO.
IT SEEMS THE COMPANY THAT WAS SUPPOSED TO STRIKE AT THEIR BACK FAILED TOO.
TA TREMBLE
TA TREMBLE
...IT'S NOT AS THOUGH WE ACHIEVED NOTHING.
BESIDES ...

THREE KINGDOMS HEADQUARTERS TENT
THE CENTRAL FORCES ARE RETREATING.
OOH
MURMUR
OOH
CHATTER
WHERE IS THE FEMALE KNIGHT?
SHE DOESN'T SEEM TO BE WORKING WITH THE ATTACKING MERCENARIES.
A MESSAGE FROM THE CENTRAL FORCES!
THE WAR IS BEING POSTPONED UNTIL SPRING!
CLIP CLOP
CHEER
おおおおおおおお

THE WINTER GEN-ERAL!
LONG LIVE THE SNOW!
HOO-RAY!
CHEER
WE HELD OUT FOR NOW.
CLENCH


WHOOSH


THE DEMON QUEEN'S CASTLE
BOOM


RUMBLE
?
BOOM

ROAR

HEY...
...CHIEF MAID.
SORRY TO KEEP YOU WAITING.
OH...
FLOAT

BA-DUMP
THIS IS IT.
CLINK
STEP
!
YOUR ARM...
THIS IS...
BA-DUMP
IT'S...
IT'S TOO RECK-LESS!
CRACKLE
ONLY THE DEMON QUEEN CAN ENTER THE BURIAL CHAMBER!
THE LINGERING THOUGHTS OF THE PAST DEMON MONARCHS ARE SWIRLING IN THERE!

THERE'S NO POINT IN BEING ...
CRACKLE
CRACKLE
BUZZ
BUZZ
BOOM
...A HERO WHO ISN'T RECK-LESS!

HERO.

DEMON QUEEN!

CRASH

SMASH

DEMON QUEEN!
CRASH
SMASH

HERO.

SLASH

THE EVIL SPIRITS OF PAST DEMON KINGS ARE TAKING OVER HER BODY!
THERE'S SOME-THING ELSE INSIDE HER BODY...
WHAT'S GOING ON?
HISS

CLING
CLANG
CLANG
SLASH

I SEE!
THAT'S HOW IT IS!
CLINK
TWISH
RUMBLE
WHOOSH
I...
...UNDER-STAND!
SLASH

THIS IS...
...THE BATTLE BETWEEN THE "DEMON QUEEN" AND THE "HERO"!

CRACK
CRACK
WHOOSH
BOOM
SLASH
SPLURCH
SLASH
CLANG

CLING
CLANG

HEH HEH.

RETURN TO YOUR SENSES...
...DEMON QUEEN!

SLIDE
I HAVE COME TO MY SENSES.
!!
LICK
JUMP
SLIDE

WHOOSH
I AM THE TRUE DEMON MON-ARCH.
SHUT UP!
YOU'RE JUST THE SPIRITS OF THE PAST!
DO NOT COMPARE ME TO THE HALF-BAKED THING I HAVE BEEN UNTIL NOW.

YOU'RE NOT BAD, EITHER.
EVEN AMONG THE HEROES OF THE PAST, YOU POSSESS GREAT STRENGTH.
WHOOSH

HOW-
EVER
...
SPLURCH
...YOU
CANNOT
BEAT
ME.

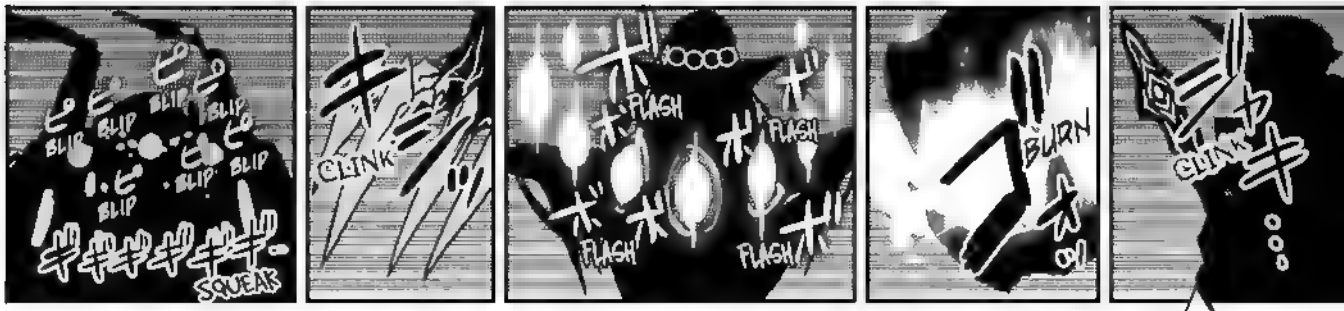
KILLING YOU WOULD BE EASY...
...BUT ...
...IT WOULD BE A WASTE TO SIMPLY CRUSH YOU.
BECOME MINE...
...
ERO-
I REFUSE!

SPLURCH

JOIN ME, AND HALF THIS WORLD SHALL BE-COME...
I REFUSE!

I AM DISAP-POINT-ED...
... HERO.
FWOOSH

F-WISHH
F-WISHH
F-WISHH


BLIP
SQUEAK
CLINK
FLASH
BURN
CLINK

LISTEN UP...
...YOU OLD FASHIONED DEMON QUEEN!
WHOOSH
HALF, MY ASS, YOU CON ARTIST!

HUMMM
GLOW
BURN
GLOW
CLING
CLING
CLANG
SLASH
BOOM
WHOOSH
IT DOESN'T EVEN BELONG TO YOU!
CRACKLE
CRACKLE
FWOOM
IT'S ABSURD FOR YOU TO OFFER IT TO ANYONE!

IF YOU THINK YOU CAN CONVINCE...
...A HERO WITH THAT UNTRUSTWORTHY ATTITUDE...

...YOU'RE MAKING A HUGE MISTAKE!

THAT ANCIENT LINE...
SLASH
...HAS ALREADY BEEN RECORDED IN THE COLLEC-TION...
SLASH
SLASH
...OF "THINGS A MODERN DEMON QUEEN SHOULD NEVER SAY"!

BE-
SIDES
...
!
WHAT
ARE
YOU
DOING
?
SLASH
SPURT
GRAB

...THIS HAS
ALREADY
BEEN SOLD
TO ME.
IT'S
MINE.
WE
HAD AN
AGREE-
MENT.
THIS WILL
HURT A
LITTLE.

!!
CRACKLE
CRACKLE
CRACKLE
CRACKLE
CRACKLE
CRACKLE

AUGH!
AH!
AH!
AH!
AH!
WHOOSH
CRACKLE
CRACKLE
CRACKLE
CRACKLE

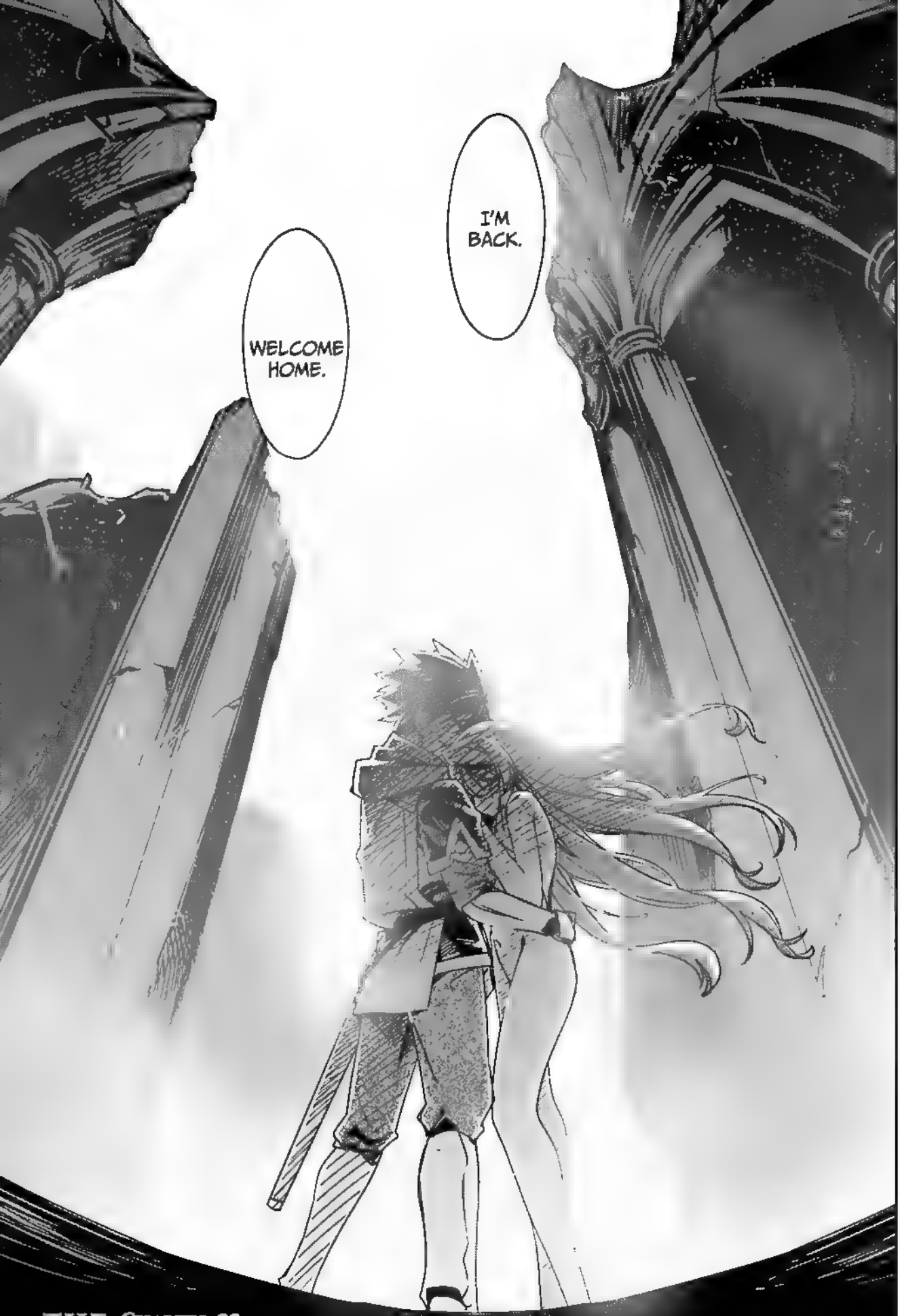
LEAVE!
THIS BODY DOESN'T BELONG TO YOU!
CRUNCH
RUMBLE
WHETHER IT'S OCCUPIED OR TAINTED...
...IT STILL BELONGS TO ME!

IT BELONGS TO ME!

DEMON QUEEN!
WHAT ARE... ...YOU TALKING ABOUT ?
DEMON QUEEN!
CRACKLE
HEY, ARE YOU LISTEN-ING?
ISN'T THAT RIGHT?
CRACKLE
I AM THE DEMON QUEEN.
I WILL RULE THE SPIRIT WORLD AND DESTROY ALL HUMANS.
HISS
DON'T BE RIDICU-LOUS.
SHUT UP.

TOUSLE
DEMON QUEEN!
DEMON QUEEN!
SHUT UP...
... DEMON KINGS.
MY BODY TINGLES, AND...
...MY HAIR IS A FRIZZY MESS.
OUR SWEET REUNION IS RUINED.
IT'S ANYTHING BUT SWEET.

SORRY TO HAVE KEPT YOU WAITING ...
...MY HERO.
YOU OVER-SLEPT...
...MY DEMON QUEEN.



THE END

Chapter 22
Sorry to Have Kept You Waiting, My Hero

HUMANITY'S WAR AGAINST INVISIBLE ENEMIES.

Smallpox has wreaked havoc on humankind since ancient times. Let's take a look at the vaccines invented as a precautionary measure against the threat of the disease.

THIS EVIL DISEASE KILLS BETWEEN ONE-TO-THREE MILLION PEOPLE EVERY YEAR!
SMALLPOX IS THE NIGHTMARE OF THIS CONTINENT!
HOUSES THAT PRODUCE PATIENTS HAVE TO BE BURNT DOWN! IT'S INCURABLE!

Even in the world of *Maoyu*, smallpox is a terrifying and deadly disease.

The Threat of Smallpox Feared Since Ancient Times

Infectious diseases have threatened humankind and killed huge numbers of people throughout the world since ancient times. Among them, one of the oldest and most feared is "smallpox."

Smallpox is highly infectious. In addition to direct contact with a carrier, the disease is spread through contact with the virus contained in the coughs and sneezes of the infected. Once infected, symptoms appear one or two weeks later. The infected first develops fevers close to 40 degrees and develop initial symptoms of headaches and stomachaches. Their fever then goes down, and rashes appear all over their body. Finally, their fever rises again until they die.

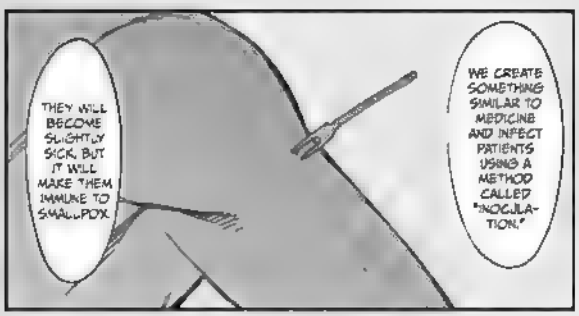
Though the origin of smallpox is unknown, the oldest records of smallpox date back to 1350 BCE. Based on the mummy of Ramses the Fifth of Egypt, who died in 1100 BCE, it is believed he died of smallpox.

Smallpox, which has existed since ancient times, has been epidemic numerous times throughout the world. It is said approximately 30 percent of the infected die, and when the disease became epidemic in India in 1770, an unbelievable three million people died. Additionally, white people brought the virus to the New World, and many of the indigenous people who lacked any kind of immunity died. In just the 20th Century, the virus has killed 500 million people worldwide, demonstrating just how terrifying smallpox is.

The Vaccine that Contributed to the Eradication of Smallpox

Smallpox, which has wreaked havoc on the world, was declared eradicated in 1980 through the efforts of global countermeasures taken primarily by WHO. This started with the vaccine.

Smallpox affects humans, but there is a similar virus known as "cowpox" which affects cows. Though cowpox can be transmitted to humans through contact with infected cows, it is far less deadly than smallpox. Furthermore, it was discovered humans previously affected by cowpox could not be infected with smallpox.


THEY WILL BECOME SLIGHTLY SICK, BUT IT WILL MAKE THEM IMMUNE TO SMALLPOX.
WE CREATE SOMETHING SIMILAR TO MEDICINE AND INFECT PATIENTS USING A METHOD CALLED "INOCULATION."

The preventative measure against smallpox proposed by the Female Magician is the same as the smallpox vaccine used in reality.

The smallpox vaccine was invented by an English doctor focusing on this fact. This vaccine was spread throughout the world, leading to the eradication of smallpox.

Using the smallpox vaccine, which utilizes a relatively harmless virus to acquire immunity to the disease, as an example, many other vaccines were born.

THIS...

...IS GOING TO BE AN EVEN MORE DIFFICULT BUSINESS THAN I EXPECTED.

...WHAT IS THIS GIANT HOLE?

BOOM

BOOM

RUMBLE

THUD

ARE YOU SURE THIS IS THE RIGHT PLACE?

YES, SIR!

THIS IS WHERE THE GATE TO THE SPIRIT WORLD SHOULD BE!

THEN...

ゴゴゴ
BOOM
BOOM

ARE YOU SURE THIS IS THE RIGHT PLACE?

YES, SIR!
THIS IS WHERE THE GATE TO THE SPIRIT WORLD SHOULD BE!

THEN...

...WHAT IS THIS GIANT HOLE?
RUMBLE
THUD
THIS...
...IS GOING TO BE AN EVEN MORE DIFFICULT BUSINESS THAN I EXPECTED.

Special Appendix

ILLUSTRATION GALLERY

MAOYU : Archenemy and Hero
"Become mine, Hero" "I refuse!"
Volume 6

KADOKAWA MANGA

Art by
Akira Ishida

Original Work by
Mamare Touno

Character Design by
Keinojou Mizutama and toi8

MAOYU MAOU YUUSHA
"KONO WARENO MONOTONARE, YUUSHAYO" "KOTOWARU!"
© Akira ISHIDA 2013
© 2011 Touno Mamare

KADOKAWA CORPORATION
2-13-3 Fujimi Chiyoda-ku Tokyo, 102-8177 JAPAN

Translation/Wowmax Media! LLC
Lettering and Design/Keiran O'Leary
Editor/Eric Searleman